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JANUARY '92 ISSUE 122

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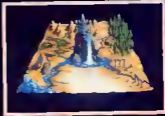


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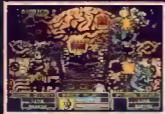


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 on some hot property and  
 still avoid the blues? It's up  
 to you!

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Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which vary  
 considerably between different formats in quality and appearance and are subject to the computers specification.

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# CONTENTS

## JANUARY 1991 ISSUE 122

### 16-BIT

TURTLES 2 - THE COIN OP	18
SMASH TV	22
WWF	26
MICROPROSE GOLF	73
CARDIAXX	75
ROBOCOP 3	84
DOUBLE DRAGON III	94
EPIC	110
FUZZBALL	113

### MASTER SYSTEM

DONALD DUCK	54
BUBBLE BOBBLE	91
NEW ZEALAND STORY	106
MERCS	112

### NINTENDO

WWF	26
DOUBLE DRAGON III	94
SMASH TV	22

### MEGADRIVE

ROLLING THUNDER 2	16
QUACKSHOT	38
MARBLE MADNESS	106
RUMARK	106

### SUPER FAMICOM

CASTLEVANIA	28
ZELDA 4	14

### ED FIRST

Jingle Bells, Jingle Bells, Jingle all the way; Timmy Boons's a saucy lad, what does he have to say-ey? Bonny Boons brings his own especially gied tidings to you this Xmas - with loads of great compos thrown in as well!

### MEGA-CD SPECIAL REPORT!

Here's where you'll find the hottest game news in the known world, including our incredible in-depth special report on the Mega-CD! It's hot it's here...

### HER MAJESTY'S

#### BUCK HOUSE HOTLINES!

My husband and I, on this most joyous of days, ask you, the readers of this most illustrious organ, to spare a thought for those less fortunate than yourselves: those poor wretches who won't be winning a Megadrive, Super Famicom, Game Boy or PC Engine in the Yuletide Hotlines.

### THE CVG NEO-GEO SPESH!

A bumper five-page special on the most powerful console around - SNK's Neo Geo. Hara we review the teetotal games for this wonder-machine, including the incredible Final Fight clones, Burning Fight!

IT'S FAB! IT'S FREE! IT'S INCREDIBLE ISSUE 3!

Britain's only handheld games magazine is here again, completely FREE and stuffed with the very best games news. The Game Boy Game Star and Game Boy Complete with our exclusive Hedgehog, Wolverine, G.I. Joe, and Donkey Kong. The Game Boy Ultimate Guide to the very best Game Boy games. The Game Boy Ultimate Guide to the very best Game Boy games. The Game Boy Ultimate Guide to the very best Game Boy games. The Game Boy Ultimate Guide to the very best Game Boy games.



EDITOR  
**TIM BOONE**

The best part of Christmas for Tim is cashing round the shops at the last minute to buy his prizes, blowing all his Chimbo cash on a new console and then, trying to explain why a second-hand Sham 99 LP is the best present his mum could want. Dear Santa, can I have everything your parents say is bad for you.



DEPUTY EDITOR  
**FRANK O'CONNOR**

Frank's best bit of Christmas is sneaking into the pantry on Christmas Eve - pulling the stuffing out of the turkey and replacing it with polyethylene beads. When his mum cooks the dinner it explodes in the oven 'It's a dead funny, honest' - Frank. Dear Santa, can I have Kelly Le Brock and her Christmas stockings.



ART EDITOR  
**JON BILLINGTON**

The best part of Christmas for Jon is watching whitty old Charlie Graks limo on telly while hiding a secret store of crackers under the bed so he can pull them all by himself when nobody's looking - coz that's all he'll be pulling this Christmas. Dear Santa, can I have 'A 24-bit colour Meg system so I can spend the next year trying to work out how to plug it in'.



STAFF WRITER  
**PAUL RAND**

Paul's favourite bit of Christmas is getting woken out of bed at 10 o'clock in the morning, staggering to the pub for festive lun and frivolity and pinching the bartender from his little brother's new toys. Dear Santa, can I have Castle Eden Brewery and a double-size bladder.

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# HAND-HELD GO! VIDEO GAMES

# YO'B'S MAILMAG 41

Don't let him know we told you, but YO'B still faithfully writes his greazy list to the men Cleve each Christmas. He's a big softy at heart, it's just the rest of him that's rock 'n' rd!

**CHEAT MODE** 61  
Festive funster Paul Rend sorts through Santa's Sack (oh err) and pulls out a large mince pie, an extra helping of spiffy tips and a double brandy - just for medicinal purposes, of course. Nic.

**RANDY'S CHRISTMAS CRACKERS** 78  
Mr Christmas himself takes a long, hard look at what's on offer in the compilation market this Chrimbo. So read what our man Rend has to say and find out if good things really do come in big packages...

**SADIE'S SCORERS** 81  
Sadie just love the festive time of the year - it's a great excuse to dress up in all that seucy Miss Santa gear. She also likes to take a look at those high scores which have doubtless poured onto her pegs. Take a look, why dochs!

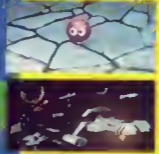
**JAZZA'S ARCADE ACTION** 96  
Jazza's pulls out two big pairs of coin-op boxer shorts to check out Steel Talons from Atari and a whole host of festive fun 'n' frolics! Pass the men a mince pie!

## DONALD DUCK

### DOES IT THE SEGA!!

drive, Master System  
in your FREE issue of  
Game Gear reviews  
be let at Disney  
ise: Donald Duck! Dif-  
et games, they've got  
thing in common:  
re all totally ace,  
k 'em out!

<b>GAMEBOY</b>		
MARBLE MADNESS	GOI 11	
WWF	GOI 13	
GAUNTLET II	GOI 16	
<b>GAME GEAR</b>		
SONIC THE HEDGEHOG	GOI 6	
INDIANA JONES	DDI 9	
DONALD DUCK	DDI 16	
<b>LYNX</b>		
AWESOME GOLF	GOI 22	



## PREVIEWS

106

Ho! No! No! Mince pies and reindeer take a back seat to the hot gems to be released in the New Year. We give you Mes-ter System New Zealand Story, Fuzzball on Amiga and Mega-drive Marble Madness, to name just a teety trio of goodies coming your way in 1992!



**ADDITIONAL LAYOUT**  
**DIPNA MAJHU**  
Dipna's best bit of Chrimbo is crowding round her nandle when the power goes out and cooking the turkey with a box of matches. The bird turns out fine, but all the wood splinters don't hail gal stucc in your leath' Dear Santa, can I have a white beard and some big black boots - just like Frank.

**MANAGING EDITOR**  
**JULIAN RIGNALL**  
The best thing about Chrimbo for our Jaz is pulling bricks under Santa's sleigh, taking off the runnare and eliding sock-in-hand down Southland a finest atopias. Well, you can't be too careful! Dear Santa, can I have the latest of Yamaha in the whole univarsa, a racetrack and some anti-skid boxer shorts to go with it...

ADVERTISING MANAGER: James 'Ho Ho Ho' Owens SALES EXEC: Graig 'Ha Ha Ha' Watson PRODUCTION ASSISTANT: Emma 'Hee Hee Hee' Sailer PUBLISHING DIRECTOR: Graham 'Fear Fears' Taylor SUBSCRIPTION AND BACK ISSUE ENQUIRIES (INCLUDING CG): CVG SUBSCRIPTIONS, PO Box 500, Letchworth LE99 0AA TEL: 0858 410510 EDITORIAL AND ADVERTISING TOWERS OF DOOM: Priory Court, 30-32 Farringdon Lane, London EC1R 3AU TEL: 071 251 6222 FAX: 071 490 0981  
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DISTRIBUTED BY: BBC FRONTLINE (C) AND THEIR AUDITING SYSTEM OF DOOM COMPUTER AND VIDEO GAMES 1992 ISSN No: 0261-3597 THIS MONTH'S QUICKIE QUIZ: WHAT DO YOU CALL A WOMAN PLAYING ANOCKER WITH THREE PINTS OF BEER ON HER HEAD? ANSWER NEXT ISH, HELLO DANIEL BOUTROUS FROM SWISS COTTAGE YOU'RE IN THE MAG AT LAST!

# ED-FIRST

## MORE CHRISTMAS QUACKERS!

**H**ello and welcome to this Christmas issue of Britain's best games mag, stuffed full with more tasty stuff than Auntie Flo's super-stodge plum pud! As you can see from our super-cool cover, we've gone Donald Duck mad this issue - with scoop reviews of Disney's superhero on every single Sega console! First with everything as usual, we're chock-a-block with an unbelievably brilliant selection of games - including all the white-hot games you'll be grabbing from Santa's sack!

First off, just check out the third amazing issue of the FREE magazine the whole world is talking about - GO! Inside our unbelieveably give-away issue there you'll find everything you need to know on the hand-held scene, with Exclusive Reviews including *WWF, Gauntlet II* and *Merlin Madness* on the Gameboy, *Donald Duck* and *Indiana Jones* on the Gamegear! If that's not enough, we've got no less than two competitions inside the tree mag - including the chance to win an official WWF belt!

Inside CVG you'll find the world's first Review of *Turtles II* - one of the hot contenders for this year's Christmas number one! You'll also find reviews of *WWF* on computer along with the brilliant *Robocop III*, *Double Dragon III* and *Smaah TV*. On Megadrive we've got the first review of the tabulous *Rolling Thunder II* and the first look at *Speedball II* amongst other brilliant things, and on Famicom you'll find a fabby three-page lowdown on *Ceelevenis IV*. It that's not enough, check out our unbelievable FIVE-PAGE *Neo Geo* reviews special! It wand down a storm a few issues back, so we've tons it again with all the latest and greatest!

So how do you get so much for just one pound forty pax, together with our fourth amazing hologram freebie bonanza? It's all down to late nights, hard work and games, games, games! If you think this issue's great, just wait until next month. See you then!

# TIM

## FULL MARKS TO THE BIG CVG WINNERS!

Incredible! The response to our recent Tenth Birthday compo was so utterly gob-smacking I think every single CVG reader must have antedred! Control London ground to a halt as wagonloads of skillful birthday cards poured into CVG towards the US Gold Mega Twins/Bonanza Bros £1000 giveaway spectacular!

If you're the sad wreck of a lonely person who didn't buy the last couple of issues (and missed out on the first two issues of GO!) we asked you to draw us a birthday card to celebrate CVG's 10 years at the top. Anyway, after lighting our way through the mountain of entries (there were thousands) we've come up with the best ten, who each win either a Sony Diapman or Watchman. Keep your eyes open for more incredible CVG comps soon, 'cos there are gonna be loads...



▲ Wow! Laura Thwaites wins herself a Watchman for this load of luffs!

▲ Jeppers! Josh Beck from London SW6 has just won himself a Watchman.

▲ Yowza! Michael Kane from Co Down, Northern Ireland, wins himself a Diapman for this great card!

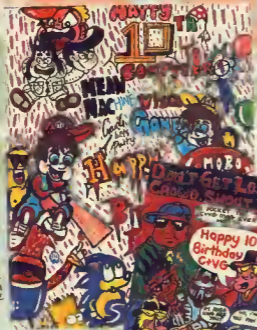
## POOR CARDS POUR IN!

Those crap cards just keep on coming! You lot have done yourselves proud with some truly dreadful postcards to give us all a bit of a lift, so keep 'em coming in - the worse the better - and who knows, you could be the winner of that stonking £100 software prize! The address is: YOI ROB AND GEORGE, THE CVO BOYS ARE KICK OFF KINGS, COMPUTER AND VIDEO GAMES, PRIORITY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. So grab those cruddy cards and get them to us pronto!

This Paul Rand lookalike card comes courtesy ▲ of S. Broadbent from Bradford!



▲ What a load of rubbish! Thanks to Steve Martin, London N13.



Heere's Karl Carrington's card - and now the star of Southall wins himself a Discman!

Crikey! Andrew Roberts from Longton, Stoke on Trent, takes a bow - you've won a Discman!

## DRAW THE BOYS AND WIN A MEGADRIVE!

Hera's your chance to take a poke at the CVG boys - and maybe win yourself a Megadrive into the bargain! How would you like to find your name in Britain's best games mag, and stand the chance of winning this super-cool console? Read on...

You know the cartoons of Tim, Paul, Frank and Jaz you find on our Review pages? Well, we want YOU to draw them - and make them as funny as you like! Basically, we're looking for your funniest sketches of the boys - just like the ones you find inside these very pages.

Hera's the really good bit: if your cartoons are good enough, we'll print them inside the comment boxes AND print your name in the mag. If that's not enough, we'll even throw in some free software to the cartoons we really like and award a spanking new Megadrive to the best entry of the lot!

So grab your drawing stuff, check out the cartoons in this issue for inspiration, get scribbling and send your cartoons to: THE BEST MAG IN THE UNIVERSE, COMPUTER AND VIDEO GAMES, PRIORITY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. You can draw whatever you like, as long as your piccies look at least something like us and they're not at all rude. Hera's an early entry from Sreanivas Kriahna, of North Wembley, Middlesex, who reckons I look just like Arnie. Think you can do better? Get drawing!



▲ Cripes! Rhompo Moore's the talent behind this card and now he's won a Discman!

# NEWS

## SPECIAL REPORT

**HOT! HOT! HOT!** The phones have been ringing off the hook at the CVG office with calls from would-be Mega-CD owners desperate for all the latest on the new machine. What can it do? Does it make the Megadrive better than the Famicom? How much will it cost? When can I get one? The list of questions goes on and on! So without further ado we thought we'd better give you the full lowdown on Sega's wonder machine before all the CVG raprods melt under the heat, so here's PAUL RAND to take the Mega-CD apart and tell you all about it...

### WHAT'S THE CD-ROM?

After all the hype and speculation, the Mega-CD is almost upon us. First seen at the Tokyo Toy Show earlier this year, this bulky black box certainly didn't look like the next revolution in console gaming. And anyway, the first attempt at CD-ROMming on consoles - the CD unit for the PC Engine - was a bit of a lame horse which could do little more than play better quality music and show a snazzy intro. But if what we've heard is anything to go by, the Mega-CD is all set to shape the future of Megadrive gaming well into the Nineties.

**CPU 12.5MHZ**

### SO HOW FAST IS IT?

Sega haven't skimped in the graphics and sound departments either. By adding an extra CPU, running at 12.5MHz, into the structure of the Mega CD, the Megadrive is capable of running 50% fast than normal. What this means in layman's terms is that you Megadrive will be able to handle sprites scaling as seen in coin-op Pitfighter, as well as other amazing graphical effects! Not only that, new chips give the Mega CD true arcade quality synthesised sound. High quality samples can be incorporated into games and, being a CD player, you can job in that latest music CD when you're not playing Super Sonic The Hedgehog and just lie back and listen!

**008**

# MEGA

### WHAT'S IT ALL ABOUT?

We all know that CD (or Compact Disc, to give it its proper name) is capable of giving music of such high quality it's almost like "being there". But what is CD-ROM?

The term stands for Compact Disc Read-Only Memory and it works on a similar basis to ordinary floppy disks, with a couple of important differences. The first is that, unlike floppies, information can only be read from the CD and not written to.

The second, most important difference is that a single CD can hold around five hundred times more data than a normal floppy can! What this means is better graphics, more levels and studio-quality sound and music - making today's games look like Space Invaders in comparison!

▼ Standard Megadrive



CD Extension ▶

### WHAT DOES IT COST?

All this sounds as though it could cost the earth, but in Japan (where the Mega CD is already on sale) it's doing the rounds for the equivalent of around £200. The official UK version of the machine won't materialise until the Autumn of 1992, with a price tag somewhere in the region of £250, but those of you too impatient to wait that long should be able to grab an imported machine at a tariff-free price - and no one yet knows whether gey Mega CD's will be compatible with UK software - you pay your money and you take your chance!

**6  
MEGA  
BITS**

OFFICIAL UK VERSION RELEASE DATE AUTUMN 1992



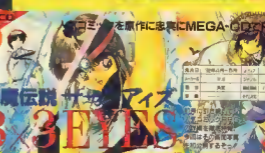
# MEGA-CD

# メガCD

## WHAT ABOUT THE GAMES?

Boasting some outrageously impressive technical specifications, the Mega-CD should be able to reproduce arcade-perfect conversions of some of the dedicated machines currently doing the rounds. There's no reason why top titles like *Rad Mobile*, *G-LOC*, *Power Drift* and any other Sega 3D arcade spectacular shouldn't make it onto the Mega-CD. And when third party publishers start unleashing their wares on the new machine, its software base should explode - with perfect arcade conversions aplenty together with original products not seen anywhere else. Imagine sprite-scaled Sonic with almost limitless depth and perfect music, 'cos you can bet your bottom dollar he'll be one of the first Sega super heroes to make his debut on the machine. And how about *Streetfighter II* in the comfort of your own home?

## PART I



## SEGA'S CD SUPERSTAR

If you've ever seen the PC Engine CD-ROM in action, you'll notice that it takes ages for each level to load into the machine. That's because the Engine has to clear out the last stage before booting up the next, a process which sometimes takes longer than it would using floppy disk! But clever old Sega have found a way around this waiting time by building six megabits of RAM into the Mega-CD, allowing data to be held in the machine while the player is booting away, ready to cross over to the main memory at the speed of light when it's time to do so!

## SO WHAT'S THE VERDICT?

As more and more information becomes available, the Mega-CD looks better and better, making the Super NES (Fami-com) look a tad pale in comparison. However, our spies in Japan tell us Nintendo have a few secret projects up their sleeves, one of which should turn the tables on the Mega-CD and put the Famloom slap bang in the centre of the picture yet again. Stay tuned to these very pages for more info in the millisecond it comes our way...



# MOVIE



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HERO  
TURTLES



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# NEWS

## JAZZA'S FAVE RAVES

Everyone's favourite hair-cut, Jez "Jazze" Rignall, is all set to unleash his favourite games ever on an unsuspecting public. His name will be attached to Beau Jolly's imaginatively titled compilation, *Julien Rignall's Top Ten*. Only on the eight bits, the compilation will include top titles such as *Lords Of Midnight*, *Driller*, *Zoids* and *Dan Dare*. The peck will sell for thirteen quid on cassette and seventeen pounds on disk. Jez knows his stuff and this compilation could be one of the best of its kind. You read it here first.

## SLAP HEAD DISASTER MOVIE

They say lightning never strikes twice. John McLene knows different. *Dre Herd 2*, starring slap-head beldy, Bruce Willis, was one of last year's biggest hits. Packed full of adventure, explosions, plane crashes and more explosions, the movie was a visual treat. Grandslam are all set to release the game of the movie on console and computer. The game will include a lot of Dp Wolf style blasting, as well as a snowmobile chase and a variety of brain-taxing puzzles. This one will be available on the PC, ST, Amiga, 64, Master System and the Megadrive. Programmed by Tiertex, the blokes responsible for the *Sinder* conversions, it should be out before *Chrimbo*.

## PC ENGINE SURPRISES

Konami's top notch shooter, *Gadius* has suddenly and mysteriously appeared on the PC Engine. British arcade goes probably know the game better as *Nemesis*. The conversion is by Konami themselves and may well go down as the best PC Engine game ever. It features all the levels, weapons and music of the original, as well as a couple of extra levels, not seen in any version so far. We've had a few goes and this has to be the hottest PC Engine release for ages. It's quite mind-blowing. That's not all though, Konami are all set to release the sequel, *Salamander* as well as the cutesy take-off *Parodius*. We'll keep you posted as we find out more!

## GREAT NEO GEO GOODIES

Good news for Neo Geo fans - prices on this machine seem to be coming down all the time! Grey import meesters Console Concepts have dropped their prices on SNK's wonder console yet again, and carts which would once have set you back £ can now be snapped up for a much more reasonable n.

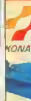
Prices for the machines themselves are currently running at £290 for SCART versions of the machine and £325 for PAL Neos. If all this leaves you quivering with excitement, just flick to our incredible live-page Neo Geo special, which starts on page 34, where we give you the full lowdown on the very latest games for this incredible beastie, all supplied by Console Concepts. For more info give them a bell on 0782 712759.



# KONAMI

# Engine

# GAME





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# NEWS

## THE ENGINE GETS IN GEAR

Anyone who reckons the PC Engine is a goner had better think again, 'cos manufacturers NEC has weighed in with some utterly brilliant console kit to keep itself at the head of the games wars.

Our spies in Japan tell us NEC has just launched an all-in-one CD games system called the Duo. Basically it's a PC Engine with built-in CD-ROM player, with memory boosted to a whopping 2 meg!

It's just gone on sale in the land of the rising sun for a pretty nifty 49,000 yen (around £300) and NEC claims their new wonder machine has even got the drop on the much-lauded Mega-CD!

Visitors to the Las Vegas CES show in January (and that includes a few of the CVG boys!) will be able to see the machine up and running, alongside the launch of a new Super System CD-ROM add-on to boost memory of the machine still further.

## TURBO TAKES OFF

Still with the PC Engine, you can expect to see some pretty exciting developments here in the UK in the not too distant future. CVG's spies in the sky tell us it's highly likely that a major distributor will be launching the machine in Britain in the not too distant future. Further details are scarce, but we'll bring you more hot news as and when.

Meanwhile, grey importers are starting to sell the all-new TurboGrafx-16 in Britain. Console Concepts have a SCART-only package consisting of the machine, a Japanese adaptor and two pre-selected games for £. We'll be taking a closer look at NEC's new baby very soon, so keep 'em peeled!



TEENAGE MUTANT HERO

# TURTLES

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KONAMI



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# REVIEW

MEGADRIVE £34.99

BY NAMCO

You just can't keep a good terrorist gang down. Geldra, the fanatical group believed to be destroyed in the original Rolling Thunder mission, is back - and this time they mean business! They've been evilishly removing communications satellites from space, thereby crippling the world's telecommunication system. Well, they figured that hijacking a plane wasn't going to get what they wanted, so why not try something a little more spectacular? Time for you to come out of retirement! You thought you'd put all of that shooting criminals with guns left behind you - no such luck. ON you trot on your assignment, with only a stout heart to keep you going (oh yeah, that and a pistol with loads of bullets). Rolling Thunder was no pushover - expect an ever harder time now!

## THANKS

to Console Concepts (0782 712759) for the loan of the review cartridge



### FIGHT AS A FEMALE

The player has the choice to play either the original Rolling Thunder hero or, if he or she so desires, a new female recruit. She's just as hard as her male counterpart and can pack a mean pistol too - she also has impeccable dress sense - as those tight jeans and red blouse demonstrate!



Rolling Thunder is one of my all-time lava arcades, and this conversion of the fabulous sequel is totally bloody brilliant! From the moment you slip in the cart you know you're in for a treat. The sleek and stylish graphics from this coin-op have been faithfully re-created, together with the colourful backdrops which really make this blast stand out. Music too is dead good: thrilling tunes and great spot effects. Gameplay's what really counts, though, and here RT2 is as near as dammit a replica of the coin-op, with all the addictive brilliance of the arcade classic. As you can see, I love this game and this is a cart I'll probably want to keep forever. Grab yourself a copy and prepare for arcade thrills second to none!

TIM BOONE







# ROLLING THUNDER 2

## WATCH OUT FOR THE WEAPONS

Although you start off with just that little revolver, later on in the game there are some fab new weapons to collect, by going through doors with the relevant markings. There are sub-machine guns to be had, as well as a lethal short-range flame thrower which, when used on baddies, makes a lovely Gelda Friesee!



## DON'T GET SHOT, OK?

Think you're smart just 'cos you're kitted up and ready to blast those Geldra to oblivion? Don't smile yet, 'cos the enemies are kitted out with guns too - and they certainly aren't afraid to use them! A single shot is all it takes to put you out of action, so remember to duck when they fire, otherwise you'll not be doing any more rolling of thunder - you'll be shuffling off this mortal coil!



## STOP PRESS!!

Here's an important piece of info for Rolling Thunder II freaks - the only version available as we go to press is for SCART machines only. Owners of PAL Megadrives will just have to wait awhile, unfortunately. So make sure you have the right cartridge for your machine before shelling out the docht!



Rolling Thunder 2 came in sooo late it was doubtful whether we could fit it in. After playing for only a short time, though, we knew there was no way we could miss out on this! It's a totally awesome shoot 'em up, full of excellent graphics and perfect playability. It's also bloody hard too! I've been beavering away all morning and only reached level three - and there are ten levels in all! One of the biggest complaints about Megadrive software is that it's too easy to complete. Rolling Thunder 2, however, is one of those rare releases which offer the player a real challenge. I've never seen the coin-op, but, if this conversation is going to be a bit of a downer to the local arcade and pleading with the manager to cordon off the RT2 machine and leave me to it for the rest of the day! Beg, borrow (but don't steal 'cos that's bad) the docht to get Rolling Thunder 2 - it's brill!

**PAUL RAND**



## MUCHO MISSIONS

Your mission is spread across ten massive levels, each packed with Gelda agents. From the streets of the city to the deserts of Egypt and, finally, into the deepest regions of Gelda HQ, you'll be baddy-blasting till the early hours!



## MEGADRIVE

GRAPHICS	92
SOUNDS	85
PLAYABILITY	93
LASTABILITY	92
<b>OVERALL</b>	<b>92</b>

# REVIEW

AMIGA

£25.99

BY IMAGEWORKS

Lean, mean and back on your screen, they're the Teenage Mutant Hero Turtles, returning to recreate their staggering success last Christmas with this conversion of the smash coin-op. The heroes in a half-shell - Leonardo, Donatello, Raphael and Michelangelo - are hot on the trail of the evil Shredder, who has captured ace reporter and Turtle's friend April O'Neil. What takes place is a frantic battle throughout a multitude of scrolling stages, taking on the might of Shredder's personal army, the Foot Clan, as well as his mutant cronies and that Technodrome terror, Krang. After choosing which Turtle to control, the player takes to the streets of New York to hunt out and rescue April, using a variety of ninja skills. It ain't gonna be an easy task, dude, but hey, who ever said a fifteen-year-old mutant amphibian's life was gonna be easy? Cowabunga!

# TEENAGE MUTANT HERO TURTLES

# 2

## SMASH THAT SCENERY!

Everything's up for a good kicking in Turtles II - even the scenery! Vent your rags upon a parking meter and it breaks, smashing into any enemies in its way. And beating up any passing fire hydrants lets loose a powerful jet of water which cleans up those nasty Foot Clan boys prissy bloody swifly!

The long-awaited conversion of the TMHT coin-op to us at long last - and it's one hot slice of kickabout action. The programmers haven't taken the path of most arcade converts: instead of just porting the original's graphics over to a computer, they've been

completely redrawn from scratch. And believe me, they are impressive, humorous representations of the "real things" - especially the Turtles themselves, who look at you all wide-eyed if you leave them along for too long! The game is quite a bit easier than the coin-op, but that's only because the arcade game was designed simply to eat up all your money. At least this version allows you to play without being killed every 30 seconds! The Turtles may not be able to compete with The Simpsons in the plastic figures and T-shirts stakes any longer, but the game is well worth the effort if you want nothing more than a good beat 'em up.

PAUL RAND



▲ Give 'em a game stick if you want to get 'em!

## UPDATE

You can expect to see the Turtles doing what turtles do on just about every popular machine right about now - and Santa's sack is guaranteed to be stuffed full of 'em!

BILLINGTON '91

# REVIEW



## TURTLES A-PLenty!

As CVG fans will already know, Turtles II will be smearing its way onto the Nintendo next year. We've already previewed the game and it looks totally fab, so keep those peolers glued to CVG for the full Review just as soon as we can!



## PLAY AS A PAIR!

Although the coin-op featured furious four-player frolics, the computer versions offer only two. Don't worry though, the whole quartet of Leo, Donny, Rai and Mikey are all there to choose from, so you can still select your favourite pizzemunching hero!



Konami's Turtles II coin-op was one of the greatest machines to grace the arcades in ages, so any conversion which can capture the playability of the original has got to be good. After the rather sad Turtles computer conversions last year I was fearing the

worst, but thankfully ImageWorks have delivered the goods in fine style! Here's a conversion which does justice to the original, providing a fine old slash and whack rompama. Graphically the game is excellent: your turtles leap and bound about the screen, dishing out destruction at a fair old lick using a wide variety of moves which are easy to pick up but take a while to master. With so much happening on screen and loads of bad boys to bust up, playability is guaranteed - although I'm not too sure about long-term appeal. If you're looking for a faithful Turtles conversion and a decent game in its own right, you won't go far wrong with this.

**TIM BOONE**

Uh, here's a bit of...



## WICKED WEAPONRY!

Not only are these dudes well-versed in the ancient martial art of ninjitsu, thanks to their mentor Splinter, they're also rather handy with their chosen weapons. Raphael swings a mean blade, while the bo is Donatello's preferred armoury. There's never a dull moment when Michelangelo unleashes his nunchukes, and make sure you hide when Leonardo is around - he's one mean mutha with the katar!

## SEE THE SEQUEL!

Available now on video is the sequel to the original TMNT movie, entitled Turtles II - The Secret Of The Ooze. This time round the Turtles

learn that a canister of the radioactive gunk which transformed them from ordinary turtles has found its way into the hands of the evil Shredder, who plans to create mutants of his own. Secret Of The Ooze is even bet-

ter than the first Turtles film: full of action, with great special effects and a few hilarious gags. It also stars sexy songstress Cathy Dennis and none other than Vanilla Ice, who also created one of the tracks featured in the movie!

## AMIGA

GRAPHICS	82
SOUNDS	84
PLAYABILITY	87
LASTABILITY	86

**OVERALL 86**



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# REVIEW

AMIGA

£25.99

BY OCEAN

Cor blimey! It's got to be one of the hottest games around right now, and we've got it on 16-bit and Nintendo! Smash TV will soon be all the rage on Amiga, ST and NES - so here we are with a review of both. In the future, when violence and crime run rampant, the masses need to be controlled. How do you keep billions of potential criminals in their homes? Smash TV, that's how! It's the ultimate game show - taking violence to the furthest extreme and greed is the name of the game. Alone or together with a friend, compete for cash prizes and gifts, videos, toasters - even cars. How do you win these prizes? By murdering thousands of villainous game show assistants. To aid you in this crazed rampage you're equipped with a smart laser gun which can be up-graded as you play. No scrolling, no fancy 3D, no screen rotation - just straight blasting. The baddies enter the screen from one of four doorways and there are several different kinds - from club-wielding thugs to machine-gun toting lunatics. TV in the future is a hell of an experience!

ILLUSTRATION BY



### BONUS RELATED LAFFS

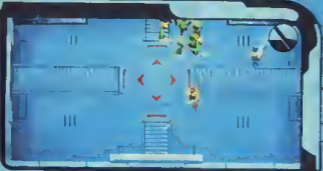
As you run around the screen, taking pot-shots at the various baddies, you can earn yourself all kinds of bonus points. There are gold bars strewn around the levels, piles of money to be collected and, best of all, mystery prizes to be picked up. These come wrapped up with a rather nice bow and contain goodies such as VCRs, Toasters (for the special toaster bonus) and sometimes cars. The booty you collect is tallied at the end of each level and this is where those really high scores are earned!



# SMASH TV

## SAD RIP-OFF OF THE YEAR

All the smart geezers out there will no doubt realize that Smash TV's interesting plot is a complete rip-off of the Amie movie, *The Running Men*. This sad movie had Amie running around a huge TV studio, trying to win money and bumping off crazed killers for cash and prizes. Sounds more than just a little familiar, eh? Ah, who cares!



## END OF LEVEL ANGST

The end of level critters in *Smash TV* take a hell of a beating. You can shoot them for hours with the piffling little laser you start with and they won't even break sweat. To bump them off, you'll have to get hold of some serious kit. Grenades are nice and scatter as you throw them. Three way fire gives you a nice wide line of fire, but for serious damage, go for the top-notch rocket launcher.



I loved the original Williams coin-op and looked forward to the conversion with unceasing glee. How can you go wrong with a concept like this? Well, it's hate off to the boys at Ocean, this game is a little corker. It retains all the features of the original arcade machine, including the double joystick option. With one player, this has to be one of the most frantic bleeats of all time, but with two players, it's quite stupidly enjoyable. The nicest thing about *Smash TV* is that you don't actually need a brain to play it...just ask Paul Rend. The graphics are fine, with no slow down and the Amiga version retains most of the sampled speech and commentary. Musicality, *Smash TV* is a bit of a dead loss, but who needs tunes when you have this many explosions? All in all, this is a blastfest of incredible proportions. Total carnage...I love it!

**FRANK O'CONNOR**



## AMIGA

GRAPHICS	85
SOUNDS	87
PLAYABILITY	90
LASTABILITY	91
<b>OVERALL</b>	<b>90</b>

# REVIEW

NES

ETBA

BY ACCLAIM



WOW! This has got to be one of the best, if not THE best, blazes to burst onto the NES. Somehow Acclaim have managed to capture the feel of the arcade machine almost perfectly on an 8-bit console, and have come up with the strongest conversion of

the game yet seen! The sheer number of enemies on screen at one time is just jaw-dropping, and the frantic gameplay just keeps you coming back for more. OK, the graphics and sound aren't exactly great, but who gives a toss about that when the gameplay's so good as this! Top stuff and highly recommended!

TIM BOONE

## SMASHING NES LAFFS

Smash TV crashes on onto the NES in fine style, courtesy of games masters Acclaim. Many people asked whether the sheer speed, frantic gameplay and sheer number of objects moving on screen could be captured on the 8-bit console—and then the programmers proved that it could—providing shooty-starved Nintendo freaks with a blast and a half!



NES

GRAPHICS	85
SOUNDS	84
PLAYABILITY	94
LASTABILITY	92
<b>OVERALL</b>	<b>91</b>



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IF YOU'RE  
GOING TO  
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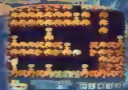
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THROUGH TIME



DEADLY DINOSAURS



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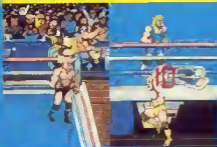


MAD MOSQUITOES

# REVIEW

**AMIGA £25.99**  
BY OCEAN

It's the phenomenon of the decade. It's mad, it's bad, it's totally rad. It's WWF and it's here at last! Ocean's long awaited license of the massively popular sport has arrived. Monsters of wrestling, like Hulk Hogan, The Ultimate Warrior and The British Bulldog are all at your command. The game itself is a fairly straightforward beat em up. Simply choose the character you wish to control and climb into the ring with a very large and dangerous looking bruiser. There are only a few basic moves open to the player, but it's combinations that count. You can punch your opponent or kick him in the gut, but the only way to beat him is to pin him to the floor. When his energy is low enough, you jump on him and hold him till he gives up!



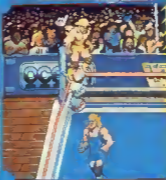
Hulk Hogan, Ultimate Warrior and company at last make it onto the Amiga - to cheers from hordes of eager WWF fans and perhaps just a couple of jeers from reviewers like myself who think that more could have been done with license. The representations of the wrestlers are certainly impressive - big, bold and bright - but there should have been more than four to choose from. What about some baddies, like The Undertaker, for instance? A sparse ring doesn't help matters much, but there isn't really a lot you can do with a wrestling ring and at least you can jump over the ropes and hit your opponent with a chair, which is a right good giggle. An annoying tune plays on the title screen, but at least there's some pesky grunt 'n' groan effects during the game. What dismayed me most about WWF is the amount of moves. There just aren't enough. Grab the bloke, wiggle the joystick to throw him or perform your special move, kick and punch and a couple more - and that's about it. No doubt WWF will sell quillions, but don't expect to be playing much after the Christ-mas turkey's down to the bones.

**PAUL RAND**



## SLAMMIN', JAMMIN' AND, ER, RAMMIN'...

Each of the three fighters has a special move. To access this you grab the opponent and wiggle that joystick like crazy to raise a red bar to its maximum. The first player to reach the peak wins the struggle and either slams, throws or throttles the other guy. Hulk Hogan has the best move - piledriving the opponent's head into the canvas with gobsmacking force. Well, after all, what else would you expect from the Hulkster himself...



## CRAZY CORNER CHAOS

The corners are no hiding place for weary wrestlers. No limbos with bottles of lemonade to make you better. Mind you, the corner posts can be very useful. It's possible to climb them and leap onto your enemy, squashing him flat and winding him in the process. This technique is even more brutal when performed on a fallen baddie. Hurrah!

# REVIEW

## WRESTLEMANIA



What a good oldie! This oldie WWF is one helluva phenomenon, and luckily Ocean's license does it justice. The two modes of play on offer, Practice and Tournament, are both well handy: in practice mode two players have to knock ten balls out of each other while the tournament mode is a bit special. Here you get to pit your wits and strength against some of the most awesome fighters in the WWF, and that's where the fun really starts! The graphics are fairly smart; nothing spectacular, with a few nice touches here and there. The main sprites are easily recognisable, Hulk Hogan's being particularly cool. Music is good, with a thumping heavy metal intro tune and some smart sound effects. Some might say the gameplay's a bit simplistic, but for my money this is a chuckleicious oldie and definitely worth a look!

**FRANK O'CONNOR**

### GRAPPLE ME GRAPENUTS!

If you're the single sad spongy who doesn't know what WWF stands for, we might as well tell you. The World Wrestling Federation is not really a sporting body, it's more of an entertainment organisation. WWF matches are only available on Sky TV, but their release on video should make the wrestling hulksters even more popular than they are already - and that's saying something!



### FALLING OUT OF YOUR RING

If you get bored with fighting fair inside the ring, jump out and have a go in the aisles. You can pick up a chair and bash your enemy if you're quick enough. You only have twenty seconds of this extra-ring activity, so make it snappy. Anyone left outside the ring after the bell goes gets disqualified. Boo!

### UPDATE

Update: WWF should be done and dusted by 1994 and 16-bit consoles right about now. Everyone else should pick a piece of the action.

### AMIGA

<b>GRAPHICS</b>	<b>82</b>
<b>SOUNDS</b>	<b>79</b>
<b>PLAYABILITY</b>	<b>86</b>
<b>LASTABILITY</b>	<b>79</b>
<b>OVERALL</b>	<b>83</b>

# REVIEW

FAMICOM £45.00

BY KONAMI

Simon Belmont, vampire hunter, whipmaster. Send all round super hero. He's already killed Dracula three times, but the Prince of Darkness just keeps coming back for more. This time the blood-sucking fiend has risen from the grave and returned to his dark and dead mysterious castle. Simon must seek him out and end his neck biting antics once and for all. The game has already seen three incarnations on the NES and one in the arcades (called Haunted Castle). This Famicom version has been long awaited, it was one of the first titles announced for the machine. It's finally here, so what's it like? Well, like the last three versions, it's a scrolling platform beat 'em up, not unlike Ghouls n' Ghosts. Simon is armed with a whip, which can be used to lash the enemies, or swing across vast chasms. Along the way, he can collect extra weapons and magical potions. The extra weapons can be thrown, so you don't have to get too close for comfort. The weapons include knives, bombs and axes and you can replenish them by collecting hearts. These hearts are hidden inside candles, which also contain other hidden goodies. So, the scene is set for a supernatural romp featuring ghosts, skeletons, vampire bats, killer zombies and all the other fiends you might expect to meet in Sainsbury's on a Saturday afternoon.



# CASTLEVANIA



## SPINNING SCREEN SURPRISES

Quite far into Castlevania, you'll come across some rather groovy effects. The first surprise is the rotating screen of doom. In this bit, you have to use your whip to grab gargoyles heads. When you hang from these ornate statues, the screen begins to rotate in a most alarming fashion. You then let go to land on safe ground when the screen stops turning. A bit further on and things get really weird, it's a bit tricky to explain, but the background starts spinning, while you and the foreground objects remain still. The effect is a bit spooky and makes it really hard to concentrate. This is the nicest use I've seen of the Famicom's special hardware. One to show your pals and no mistake.

# REVIEW



## WOULD YOU LIKE TO SWING ON A SPAR?

The whip isn't just used to cream the bad guys with, oh no, it can also be used to swing across gaping holes and bottomless pits. To do this rather neat trick, simply aim the whip at a piece of jutting scenery and keep the button pressed. You can now swing from side to side until you reach safely. Some bits of the various levels are impossible to reach without mastery of this art, so you'd better get practising.



# BLAVANIA



Things that make you go hmmm. Castlevania seemed to be just that. We'd all been waiting, pant-watting excitement filled the air as the cart was plugged in. People from all around the building watched as the machine was switched on and then...hmmm. The graphics were nice, the sound was nice and the initial gameplay was well, nice. Nothing outstanding so far. A few levels later and still nothing thrilling. Spookily enough though, after several levels things started hotting up. The graphics improved, the music got creepier and the gameplay improved no end. Later levels feature some absolutely jaw-dropping stuff, like rotating screens and spinning tunnels. End of level baddies just get bigger and scarier and the action gets really intense. Initial boredom soon turns into burning lunacy. Phew, what a relief to find that Castlevania is in fact the mega-gems we were waiting for. All it takes is a little patience on the completely boring early levels and you're met with rewards aplenty as the game turns into a hot love action extravaganza of zombie whipping larks. Neato.

Things that make you go hmmm. The graphics were nice, the sound was nice and the initial gameplay was well, nice. Nothing outstanding so far. A few levels later and still nothing thrilling. Spookily enough though, after several levels things started hotting up. The graphics improved, the music got creepier and the gameplay improved no end. Later levels feature some absolutely jaw-dropping stuff, like rotating screens and spinning tunnels. End of level baddies just get bigger and scarier and the action gets really intense. Initial boredom soon turns into burning lunacy. Phew, what a relief to find that Castlevania is in fact the mega-gems we were waiting for. All it takes is a little patience on the completely boring early levels and you're met with rewards aplenty as the game turns into a hot love action extravaganza of zombie whipping larks. Neato.



FRANK O'CONNOR

# REVIEW

## CASTLEVANIA

### POWER AND GLORY

As you progress through the game, you might find that your weedy whip just isn't up to it. Fortunately you can power it up. There are three stages of whip power. There's the spacky leather whip, the steel chain whip and the awesome ball and chain whip of doom. Besides these, there are throwing weapons to be picked up as well. There's knives, axes, bomb potions and clocks, which freeze time when thrown, stopping the enemy for a short time.



"Blimey, this isn't up to much" was my first thought on plugging in the Castlevania cart - middling graphics, ill-titling tunes and rather flat gameplay aren't points which make me rush out and buy a game. Then I got a bit further and was pleasantly

surprised to find that things got much better. There's an unbelievable rotating tubular effect on level five, for instance, which had me jumping up and down and wanting more. Unfortunately, sonics are so average deeper into the game so they are at the start, which is a pity, but who cares - just shout loudly and revel in the whip-cracking action bursting with hidden extras and secret caves - just the sort of features which make Famicom owners drool and go silly. Like young Frankie says, so long as you can stand the tedious first couple of levels you'll find there's lots of jolly japes to be had from Castlevania, so pick it up pronto, okay?

PAUL RAND



### FAMICOM

GRAPHICS	90
SOUNDS	96
PLAYABILITY	91
LASTABILITY	92
<b>OVERALL</b>	<b>93</b>

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# REVIEW

NEO GEO £120.00

SNK

A city just can't go through a day without some bunch of yobbos sneaking in and trying to take over. It's getting to the stage where binmen won't come and get rid of the rubbish! A gang of hoodlums have moved in on Capital City, intent on stripping it bare and picking over the bones before moving on to the next unsuspecting town. All would be lost, were it not for the fact that Capital City is the home of three of the hardest blokes ever - Duke, Ryu and Billy. They're all rocks, know karate better than Jackie Chan and aren't averse to helping out a city in dire need - especially when it's their own! Donning their special fighting jumpers, they set off to sort out the bad guys. A difficult task, considering there's about eighty-six million of them, all looking for a fight and some of them packing some lethal weapons...



## WHAT YOU LOOKING AT?

Being a big bloke on a mission to kill can make your head go a bit funny, so to release some of that pent-up violence there are a number of handy shops dotted around which your fighters can enter and wreck. Most are kitted out with furniture which, when smashed, gives either food or cash. Well, you can't expect a saviour to do the job for free!



# BURNING FIGHT



Remind you of anything, this Burning Fight? Even big-time thickies couldn't fail to recognise that this is a complete rip-off of the all-time great Final Fight! The three characters (two of which look strikingly similar to Guy and Cody), the horizontal scrolling beat

up the beddies gameplay and even the moves are a total copy! Thankfully, what Burning Fight also possesses is the same maddening addictive qualities, making this a game to enjoy. There's no infinite continues supplied here, which is a real boon considering the price you have to pay for the cartridge and, with each level containing enough challenge for the hardest of gamers, this is one beat 'em up you won't finish in a hurry. In my view this is easily the best Neo Geo game available, so get it at all costs!

**PAUL RAND**

# REVIEW



PLAYER 2

TIME 06



OK, let's get one thing straight: this is a blatant brag of one of the best arcade games ever. It's a total rip-off of Final Fight, but who cares when the Neo version is this good! As usual, pick your hero from a peck of three and stroll your stuff - kicking the butt off the bad guys as you stroll the streets looking for trouble. Burning Fight features some great graphics and effects - blowing away the bad guys with a six-shooter is so much fun it ought to be banned - but it's the playability which really lifts this cart head and shoulders above the rest. With so much to do, so much to see and so many bad guys to kick the crap out of this is a laugh and a halt. I can't say this is the best thing I've seen on the Neo (King Of The Monsters still gets the award) but this is one of the best titles you'll find for this incredible console - but as usual it's going to cost quite a bit of cash before you can let those flats fly...

TIM BOONE



## WANNA STEP OUTSIDE?

Although you start the game with only your bareknuckle fighting skills to protect you, there are weapons to pick up along the way. The only problem is, you'll have to wrestle them from the enemy who are busy using them against you! Making up the list of armaments are staves, knives and broken bear bottles, not to mention the most devastating piece of kit - a six-shot handgun to blow those bad dies away!



NEO GEO	
GRAPHICS	92
SOUNDS	90
PLAYABILITY	93
LASTABILITY	90
<b>OVERALL</b>	<b>92</b>

# REVIEW

NEO GEO £120.00

SNK



Your village has always been a peaceful place to live. No marauding invaders, no wandering monsters, just tranquility and non-violence. That is, until a wicked band of evil forces turned up on your doorstep, intent on trashing the place and causing your people as much grief as possible. A few dice and slices later and the population is halved - not very nice to look at but at least the refuse men can get some overtime in. But that's not the point. You can't allow any old group of ugly muthas to just storm in and annihilate your mates. Picking up your sword, it's off into the wide blue yonder to hunt out and destroy the perpetrators of these foul acts. It won't be easy, one man against a legion of terrifying creatures. But hey, life's like that...



What a rock 'n' roll cart this is! Crossed Swords is an excellent Neo Geo game, combining marvellous graphics, almost movie-quality sound and, the most important factor, a highly addictive challenge. Fans of Dynamite Duke in the arcade will notice that

that game uses the same line-drawn effect on your character as in Crossed Swords, so that nothing - especially the next enemy attack - is left to the imagination. Battling your way through thirteen levels might sound difficult, and it is - especially when you find that, unlike previous Neo Geo games which give the player unlimited continues, you're only allowed one extra chance before that dreaded Game Over notice appears and you have to restart from the very beginning! The one small problem with Crossed Swords is the limited number of moves available - swinging and thrusting the sword, a couple of magic blasts and two defences may seem a small amount, but get into the action and it's more than adequate. A thoroughly enjoyable hack 'n' slash. Don't miss out if you have the cash!

PAUL RAND



## MANIC MOVES

There's a small amount of monsters to dispose of in Crossed Swords, and not a large amount of moves available to do the job. The player can either swing or thrust with his sword and, if the nasty decides he would like a pop back at you, pushing up or down blocks attacks to the head and body respectively. There's also a super-move - pressing the A and B buttons together causes your fighter to enter into super-swing mode, flailing your sword about like a manic and slicing anything in the way!

# REVIEW



Fat and luscious hack 'n slash laffa are the order of the day with this lebbu cart, which puts you sloop bang in the middle of some aeriou 3D swordplay. Baaically, when a 7-foot ugly comas ef you with a big club, bed breath end a personality diaorder thara's only one thing to do: fend off hie blows with your shield end hack him to bits with your sword without doing something nasty in your trouaars! The gameplay becomes progreesively manic as you get further into the game, end it's easy to become lost in the world of big-time fighting. Big bold graphics end some fabulous sound - including grunts, groans end the cleeoh of metal agelnet metal - ell add to the illusion of bang ther. Initially I found crossed sworde an enormous leugh, but eftar e while its appeal does start to wena, so you're definitely bast off slammimg a few 20 paas into the arcade machina on this one. A hundred end twenty smockere la one helluva lotta doah for a gama...

TIM BOONE



**FORK OUT FOR FOOD 'N FINGZ**  
 People have to earn a living, even in the middle of death and devastation. That's why, at the end of each level, you'll find a trader plying his wares upon you. From energy-giving food to powerful magic weapons, he's bound to have something on his person which you'll be able to put to good use. But things don't come cheap, which is why you'll need to collect as much cash as possible during the quest.

<b>NEO GEO</b>	
<b>GRAPHICS</b>	<b>88</b>
<b>SOUNDS</b>	<b>92</b>
<b>PLAYABILITY</b>	<b>92</b>
<b>LASTABILITY</b>	<b>86</b>
<b>OVERALL</b>	<b>88</b>

# REVIEW

NEO GEO

£120

BY SNK

Legend tells of two brave heroes who banished an evil demon warlord a long time past. Now the bad lad is back, this time bringing vengeance and magic along. Who can save the world this time? Which two heroes are brave enough to rescue us all from the clutches of the twisted supernatural fiend? Ninja Dave and his mate Cowboy Kev, that's who! Yup, the far east meets the wild west in this tale of swords, sorcery and even more swords. Sengoku is a horizontally scrolling beat 'em up which can be played by one or two players. The sim? Stroll along and beat up anything you see!



## SENGOKU

### WHO'S YOUR HERO?

In Sengoku, both heroes have slightly different abilities and strengths. Ninja Dave is a bit smarter at the old one-two kung fu business, while Cowboy Kev much prefers to smack people in the teeth. No messing about here. When things get tricky, both heroes can pick up swords and slash the numerous bad-dies. Most of the enemy are Japanese historical figures, such as Samurai and Ninjas. There are also half-naked g-ribs to beat up - so get battling!

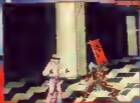


Another scrolly beat 'em up, but this one's been done with such attention to detail that it really stands out. The graphics throughout are totally gorgeous, with tone of wall animated sprites. Backgrounds are slick and brilliantly drawn, giving the game a really weird atmosphere. Musically Sengoku knocks spots off just about everything, especially on level two where you're treated to some authentic Shinto chanting! This game rakes of quality and it's a joy to play. The only question you have to ask is whether you can afford over a hundred quid for one game. If you're a kung-fu fleties fan with oodles of cash you won't go far wrong with this.

FRANK O'CONNOR

### NEO GEO

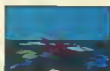
GRAPHICS	93
SOUNDS	96
PLAYABILITY	92
LASTABILITY	87
<b>OVERALL</b>	<b>90</b>



*"I say chaps, the Red Baron's just bought it!"*



*"Thanks to Knights of the Sky"*



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YOWWZAA! Another fab four pages full of my wit and wisdom and your laughable letters! This month I should have been stuffing the turkey, but he keeps running away before I can grab the Paxo. Anyway, keep sending your liveliest laffs to: **YOB'S STUFFING-STUFFED MAILBAG, COMPUTER AND VIDEO GAMES, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** As usual, there's an unbelievably huge £100 prize for the best letter, which this month goes to James Carter for making some sense. Merry Christmas, cretins...

**STAR LETTER** **£100**

## MY BIG LITTLE PROBLEM

Dear YOB,

I am 12 years old and my friend and I are both getting a hand-held console but we don't know which one to get - the Sega Game Gear or the sexy Lynx 2. That's why we sent you this 'or-rible letter, 'cos we knew you would help us with our problem. So which one is the best console? Also, why is most shops is the Lynx 2 cheaper than the Game Gear? Does this mean that the Game Gear is better or does it mean that Sega are too high priced? Most people in my school think that because the Game Gear and Lynx 2 are small they are crap. Do you think they're right?

**STEVEN BURCHETT**  
Stroud, Glos

SMALL ISN'T IT

IS THAT WHY THEY CALL IT A "HANDHELD"?



YOB: Yep. They're great at making piles of old jobsbies - which is why CVG now has a mega mag devoted entirely to hand-held games. Doh! Honestly, your schoolchums must be as thick as trees if they think hand-holds aren't the business. Technically the Lynx is better, but there's more software for the Game Gear. The reason the Lynx is cheaper is that Atari is an anagram of bargain, with some letters added and some removed. Anyway, as Dear Dalrida keeps telling you: size doesn't really matter, it's performance that counts...

## I'M ANGRY, I AM

Dear YOB,

I don't usually get riled up about things, but I have to get something off my chest. I've owned an Amiga for about three years and think it's ace. Then the consoles come along and what happens? All the big software companies say 'stuff this for a lark, let's make cartridges instead of disks and make a ton of money'. So they all go off and do their Sega and Nintendo games and what happens to the good old Amiga, which incidentally knocks spots off most, if not all, of these little black boxes? People start talking about its life in terms of months instead of years while I'm forking out more and more money on games which can be, frankly, lrpse.

The software houses just don't have a clue. Not all of them are going to be able to make console games - I'd like to see somebody try F19 Stealth Fighter on a Megadrive, for example. Yai! The lot of these companies are sitting back doing naff as about the situation - hoping that Messrs S+N are going to get bored with making games machines and move on to something else. Well, they're not. In a way I almost feel chafed - the software industry is saying "Look, you forked out all this cash to keep us in business with computer software, now you have to buy a console to keep playing games while our cash keeps rolling in." That's the way things are going, and it's going to have to stop - otherwise people like me are going to have to give up our beloved hobby and become fishermen or something.

**JAMES CARTER**

Tyne and Wear

YOB: Well, there you have it. The sorry side of the software industry, and anyone with any sense just has to agree that you make some very good points. One thing which really piques me off right now is the lack of really good new ideas out there. When was the last time we saw a truly groundbreaking game on home computers? Was Lamings the last one? Anyway, I've decided to make this Star Letter and the £100 is on its way. What are you going to do with all that lovely cash? Buy yourself a Megadrive...

# YOB'S

## I'M THICK, I AM

Dear YOB,  
Seeing as you're so fab and groovy, I'd like to ask you some questions.

1. What do you think of the PC Engine?
2. Will Robocop, T2 and Streets of Rage 2 come out on the Megadrive?
3. Can I order Issue One or any of the earlier issues?

Thanks  
**SIMON COYLE**  
Co Antrim, N Ireland  
YOB

1. It's the business.
2. No Robo for now. Watch out for Terminator from Virgin. I'd say Streets Of Rage 2 is bound to happen, but no firm plans as yet.
3. Issue One sold out years ago and only big and important people like Tim and Julian are lucky enough to own copies, hidden away in their secret vaults. As for the earlier issues, you can't buy them either because nothing comes before one except zero, which must be the size of your IO. Luckily one of us has half a brain, so I think I know what you're after - the address for back issues inquiries is the same as subscriptions, printed on the Contents page of this very issue. Drop them a line with what you're after and catch up on all the luffs you've missed.

## MANIC MARIO MORON

Dear YOB,  
I just thought I'd write and tell you about my brother who's probably changed for life. After reading the CVG review on Super Mario Bros 3 he went out and bought a Nintendo and the whole Mario series. Now he hardly ever

comes out of his room. Since then, he's started wearing blue dungarees, a bright red cap and he's grown a rather large moustache. Now he's really starting to annoy the family. The reason he bugs my dad is because after all the veggies have grown he runs along the garden, nipping them up and lobbing them at the dog. The plumbing in the house is well and truly knackered - if he's not jumping down the loo, he accuses is that he's looking for a warp zone. He's also starting to upset my sister, because whenever he gets the chance he jumps up and down on her pet tortoise. The most embarrassing thing for me has to be whenever we go for a walk in the park together, because as soon as he sees a Fungi he runs up to it shouting "Don't worry, I'll save you!" then nips it from the ground and starts hugging it. The thing that annoys my mum, is the fact that she's had to fork out for at least 5 new carpets, cos' bruv keeps throwing fireballs from his hands. The fire brigade come round more than the vicar these days. Anyway, I have to go now, he's spray painted the pet hedgehog blue and started beating it up.

ROBERT PARRY  
Southport, Merseyside



HEY DOD DO DONT  
DEY..DONT GO THO  
DOE. .... LIKE..

YOB: Let this be a warning, kids - Inadequate potty training can leave your carpet scarred for life.

## CHRIMBO QUERIES

Dear YOB,  
I think that CVG is fab and I loved the free hologram on the front of last month's issue. I'm writing because for Christmas I'm thinking of getting a Nintendo Gameboy for my main present. Everybody keeps saying that the games are worth the money and have good graphics, especially "Mona Swamps." I would like to know your opinion about it and do you think Nintendo Gameboys are worth the expense? What accessories would you recommend for the Gameboy?

HELEN BURCHETT  
Stroud, Gloucester

YOB: Oh dear, oh dear. Some people will do anything for a bit of dosh - even dressing up in girly clothes and pretending to be their own sister. Are you listening, Slaven Burchett? Want to know what gave away your cunning plot? Even girllas with ally names like Haian can't be dumb enough to think there's such a game as Mario Swamps, so it had to be a complete thicket like you. Anyway, sis, for what it's worth the Gameboy is totally fab - just check out your incredible Ikea GOI mag for the full lowdown on this little babe.



## MY MATE IN AREA 88

Dear YOB,  
I'd like to say that Shin Kazana in Area 88 (UN Squadron) is a bloke, not a girl as you stated in your magazine. There are three reasons why.  
1. He has a girlfriend in Tokyo.  
2. He's in the comic and it says he's a bloke.  
3. He's my mate and he told me so.  
MICKEY SCYMON  
Area 88

YOB: I'd like to say you're a prat. There are three reasons why:  
1. You're a prat.  
2. You're still a prat.  
3. You'll always be a prat.

## I'VE GONE GEOMAN GAGA

Dear YOB,  
You will probably not even print this boring letter, but please answer my humble and pitiful question. If you do print this letter - I will give you a fenneer off a Chinese meal from our restaurant if you ever come to Cambridge. How do you get to the Nemesis level in Geoman Warrior on the Famicom? I've tried everything KONTI WONG  
Cambridge

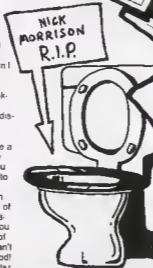
YOB: If you reckon you've tried everything to find the acrial Nemesis level on Geoman, you obviously haven't tried paying a hun-

# WALL TO WALL G

## HOT INSULT ACTION

Dear YOB,  
I'm writing to tell you that I think you are the saddest thing in the universe. When I see your ugly baby face I puke up on the mag pages that you're face is on. Looking at puke is better than looking at you! You are a disgrace to the mag and you should be dropped. Don't even think about giving me a bruised ass cos' right now I'm on my way down to you with my Swiss army knife to slowly rip out your green slimy guts from your green slimy body. As for the rest of your body parts, I'll just dismantle them bit by bit. If you dare insult me at the end of this letter, I'll do things I can't put into words! Got it? Good! If you don't publish this letter you're even more chicken than I thought!

NICK MORRISON  
Northwood, Middlesex  
I phoned your mum up while you were at school to check if you really are a



fastering turd. It turns out that there was a bit of a mix up at the hospital when you were born and now the sewage works wants its specimen back. Got it, turkey?

dred groats in the arcade tent at the Circus. Doh! Looks like you got it wrong again, you wascab...



## GEISHA GIRL BLUES

Dear YOB,  
I recently purchased an arcade/adventure game called Geisha by a company called Tomahawk. After many hours of playing, I came to a point where a code needed to be cracked in order to continue the game. Fair enough, so I took pen to paper and proceeded to try and solve it. Three months have passed and I am no better off. My wife has left me and I now suffer from migraines. I have actually tried to find a contact from the companies who distribute the game in Britain, but to no avail! Please could someone help me with this problem. I want my wife back

and my migraines to go.  
KJ LEE  
Dartford, Kent  
YOB: Do you want the good news or the bad news? The good news: givs it another three months and you'll probably crack the code. The bad news: your wife probably won't come back even if you do.

## I'M SO BIG AND BRAVE AND CLEVER

Dear YOB,  
I have some questions for you to answer.  
1. What do you think of these games: Straits of Rego, Road Rash, Spideyman and

- Stormlord?  
2. Is the Mestar System better than the NES? 3. I've finished every game I've had on the Megadrive. Why are they so easy, especially Mickey Mouse and Sonic?  
4. What decent racing games are out on the Megadrive?  
5. Answer these properly or I'll slap you round the chops.  
DEAN MORGAN  
South Shields, Tyne and Wear  
YOB:  
1. Great. Great. Great. Oh dear.  
2. Nops.  
3. Cos you're the greatest person in your bedroom.  
4. Road Rash, Super Hang On, Super Monaco GP.  
5. Have you forgotten your incontinence underpants again?



## ORIGINAL SINS

Dear YOB,

I read with interest your review of Sonic the Hedgehog in the August issue of CVG, particularly the comparison with Super Mario 4 on the Super Famicom. Your review was accurate and considered, but was remiss on the point of originality. When you review games (shoot 'em ups particularly), you quite rightly criticise them for being similar and unoriginal and for not being prepared to expand the genre, as in your review of Fire Mustang in the same issue. But in Sonic's review you failed to point out that its features were quite original and may set a precedent that future games can no longer have square blocks disguised as scenery for platforms and large jumps for difficulty. An opinion on how the two games compared was given and while SMB 4 may be a better game, it certainly isn't your original. Its flat platforms and simple gameplay are derived from previous SMB games and it certainly isn't the first game to feature a rideable fire-breathing dragon (eg Golden Axe) or a dual foreground and background playfield (eg the freeway in Revenge of Shinobi). While some of Sonic's gameplay is derivative (particularly on the Marble Zone), it also features variable slopes and curves, twisting tunnels and 360 degree loops, as well as the rotating bonus level. Why are shoot 'em ups given the acid test on originality and platform games aren't? If the next SMB game is released it will again be derived from the previous SMB games and will you again claim that it's the best platform game?

DARREN VAN GEMERT

Sydney, Australia

YOB: So Sonic is totally original is it? And Mario 4 only has flat platforms, eh? Is everyone in Sydney as stupid as you? There are loads of hills and slopes in Mario 4 and plenty of completely unoriginal bits in Sonic - but that doesn't stop it being fun. I think you must be annoyed because there are no Kangaroo or Vegemite sandwich bonuses in Mario 4. I suppose you'd prefer Sonic the Koala bear, or Super Paul Hogan Brother. They'd both be dead original, but absolute crap like everything else in Sydney, so go flick an opera house up your bum before I get angry...

## MASTER BLASTER

Dear YOB,

I am writing on behalf of proud Master System owners. Will there be an 8 bit upgrade for the Master System so that it can run Megadrive games?

BEN FEE

Mitchem, Surrey



YOB: Nops, but there is talk of a sad spaz adaptor for low quality CVG readers who ask daft questions. The immediately turns any thick reader into a super genius, but somehow I think you're beyond all hope.

## STUPID CUPID

Dear YOB,

I think your magazine smells of old mans knicker-ara if you had a brain you'd be dangerous, but that's not the point. I am getting right concerned about the lack of girls in your magazine. It's all pictures of ugly blokes, why can't we have a poster of that girl Yvette. She's really gorgeous. All my friends at school reckon she looks like a model. Every now and then, you could give away Yvette holograms so we can enjoy her unearthly beauty in realistic 3D. The only other sex symbol in CVG is John Billington and even then it's only cos he's got long hair (and Ipetick). What do you think?

JULIAN MATTHEWS

Swindon, Wiltshire

YOB: I think you're a atinky little parvert with no more right to walk on God's gran Earth than a small and particularly nasty insect. Yvette says she's coming after you with her sausage slicer to castrate you, so you better start singing soprano mate. Mind you, Yvette is a bit of alright, aady though she's gone off to pasture now on another magazine so you won't be aasing her again. Boo, hoo.



## WHAT A LEMON

Dear YOB,

I am very unhappy. I recently fed my pet lemon a fish finger and he died, but when the post-mortem came, I found that he'd drowned. May I suggest a word of warning to thousands of ill-fortunate owners: don't feed them anything while they're swimming please: could you send that wonderful 100 quid so that I can give Lammy a decent burial. By the way, happy Tenth Birthday! Have you seen the new Teradrive? It looks draamy. I know Lammy would have loved it.

JOSH BECK

Fulham, London

YOB: I just had to print this - it's got to be the crappiest letter I've ever seen, which is saying something.

## THE LIFE OF YOB

Dear YOB,

Why are you so horrible to readers expressing their views? Was it a bad childhood? Were you a misled teenager? Please, please, please let me hear your life story. Right from when you were a tiny Yobling to your immature adult self. I need a good laugh!

JONATHAN GODDARD


Haslings, East Sussex



YOB: I was such an ugly baby that when I was born the doctor spanked my mother. I had so many spots and boils that I woke up in the pram one morning and found a blind man reading my face. More next month, if I can be bothered...




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THE FUTURE IS PHILIPS

# WHAT A LOAD OF BALLS!

You lot have some strange ideas about what the men's Rand wears out on the golf course! We asked you to send us your ideas on the sort of clobber our Paul might be seen in down at the eighteenth hole and you didn't disappoint. An assortment of wild 'n' wacky entries flooded into the office - some made us laugh, some made us cry, others made us blush! All were absolutely marvellous and, if US Gold had supplied us with hundreds of Sony videos as prizes, we'd have given one to all the entrants!

Unfortunately, they only supplied us with the one, which will soon be winging its way to the lucky winner, who is Rob Y of Sutton, Surrey. Randy thought that Rob's representation of him as a trendy hippy was particularly chucklesome, and that's why he'll be the one able to record and watch all this golf he wishes in the privacy of his very own boudoir as opposed to anyone else!

Oh yeah, Paul has a question to ask the large number of you who dressed Paul in stockings, suspenders and lacy besques: 'Who let you in on my secret?'

And the winner of the incredible Sony VHS video recorder is Rob Y of Sutton, for his representation of the shining happy parson himself!

► So this is the bloke who took Nigel Mansell's place at Ferrari! Lee Kershaw of Stockport kits Paul out in his ultimate boy-racer's outfit!

► Looking like a cross between Biggles and Coco The Clown, Deen Gibb's interpretation of our lad Rand could make the other golfers blush themselves off the course!

▲ Randy goes all sci-fied in this smart pickey sent in by Ian McCroris of Strathaven, Lanarkshire. Can't see how his springy top-hat and caps are going to help on the putting grass, though!



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FAN COULD  
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# REVIEW

MEGADRIVE £39.99

SEGA

What's white and yellow with a really bad attitude? Donald Duck, that's what. Disney's most foul (nerdy, har, har) tempered creation has just appeared on the Megadrive, hot on the heels of the tragic Fantasia. So far, all the Sega/Disney 50-ins have been scrolling platform games and surprise, surprise, so is this one. The game starts with Donald swooping in from the skies in a plane piloted by his nephews, Huey, Louie, and Dewey. Abandoning their uncle, they soar skywards, leaving him to the mercy of a world filled with cartoon related danger. Donald starts the game with only one weapon, a rubber plunger, like the ones you use to unblock sinks. Not the most devastating weapon ever, but it stops the baddies in their tracks. This plunger can be used in two ways, to throw at the enemy, or if thrown at walls, it sticks and can be used as a kind of trampoline. By jumping and firing, Donald can scale otherwise inaccessible heights. He can collect other weapons, like three-way com on the cob, or bubble-gum smart bombs, but plungers are neat! Donald can also perform a smart slide of doom, like in Sinder (useful for getting under low platforms). So, put on your webbed adventure booties and seek out the elusive treasure of King Geruzle.

## THE MYSTICAL PLUNGER OF DOOM

Donald has four main weapons at his disposal. The first and most vital, is the red plunger. It can be used to thunk foes, or to climb huge walls. The second weapon is the popcorn shooter. This fires a spreading volley of extremely lethal popcorn. Very dangerous. The third and most bizarre is the bubble-gum gun. You use this to destroy bricks, banelo or any other obstacle. The fourth and last, is the green plunger. This can be used to shoot flying varmints. These can then be used to catch a ride across otherwise impassable chasms.



"YOU CAN OPEN THIS DOOR IF YOU USE THE NEGRO KEY."



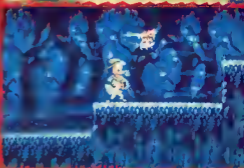
## QUACK ATTACK!

Donald is famous for his bad temper and so this game features a temper meter. It's a thin red gauge at the bottom of the screen. To fill this meter, you have to spoof jalapeno peppers. When the meter gets full, Donald has a bit of a frenzy. He pulls and grunts and turns into a whirling ball of fists, feathers and feet. In this state, Donald is totally invincible and can knock over any baddie in his path. Mind you, this power runs out fairly quickly, so be careful how you use it.



## IS DONALD A CANNIBAL?

Donald has a power meter, which represents how much life force he has left. When it reaches zero, he smelts it, so to replenish lost energy, you need to collect foodstuffs along the way. One of these foodstuffs is ice cream. Donald loves ice cream and that's all very well. What is suspicious however, is the fact that every now and then Donald will gorge himself on what looks uncannily like fried chicken...or maybe roast duck!



# QUACKSHOT™

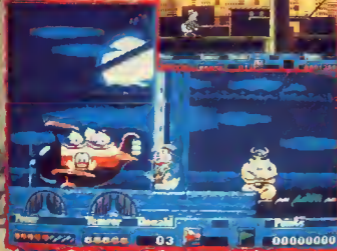
STARRING  
**Donald Duck**



On first appearance, Quack Shot looked amazing. Smart graphics, brilliant animation and groovy music. We were impressed. Oddly enough though, this first impression soon gave way to signs of boredom, scuffling feet, chewed fingernails and an

irresistible urge to go to the lav. It was just too slow, there wasn't enough going on. Where were the leasers? The bombs? The explosions? Nothing much happens for the first couple of levels, but you then realize that there's a lot more to the game than meets the eye. For a start, you'll find out that there's a real element of adventure, with puzzles to solve and hurdles to overcome. You'll have to deal with other Disney characters on the way, like Gooty (gawreh!), the nephews, Daffy Duck and worst of all, Big Bad Peta. The treasure hunt leads you right across the globe, from Duckburg USA, to the creepy corners of Transylvania. The graphics and gameplay just get better and better, eventually you'll find yourself completely addicted and all that's required is a bit of perseverance. It turns out that Donald Duck is a top notch bit of Sega related japey. A nice game that needs a lot of patience.

**FRANK O'CONNOR**





'Well this is all very jolly-looking' was my first thought on starting up Quackshot. Graphically the game is beautiful, with a very well-drawn and animated Donald (even though he looks a tad overweight - must be too much saad!) and equally im-

pressive non-player sprites and backgrounds. The gameplay also seems quite good too, albeit slightly slow-moving. Spend a while playing and it suddenly dawn on you - the Quackshot is still rather sluggish to play. It's rare to see any serious number of baddies on-screen at any one time; in fact, the most difficult part of the proceedings for me wasn't actually to do with the enemies, but jumping from one cable to another in the Duckberg level! This is certainly no doubt that this is a very good cartridge and one which I'll be returning to from time to time, but those of you who like their action a little more, well, action-packed, would be well-advised to grab a go of Quackshot before opening that wallet.

**PAUL RAND**



### END OF LEVEL ANTICS

The end of level baddies in this game, have a rather sinister slant to them. They are difficult to beat, but actually finding them is the hardest part. The Firecat, a dangerous critter indeed, is the size of coded doorways. Cracking the code takes ages, but when you do you'll stop yourself for not spotting it earlier. There's also a rather nifty flying fox ride through a bonus filled rooftop landscape.



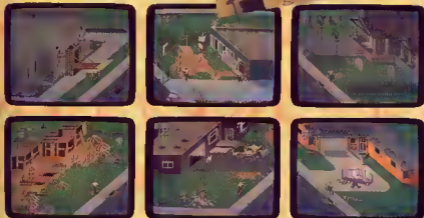
### MEGADRIVE

GRAPHICS	92
SOUNDS	87
PLAYABILITY	88
LASTABILITY	90
<b>OVERALL</b>	<b>89</b>

**Look out - he's back!**

# PAPERBOY

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# REVIEW

**MASTER SYSTEM**  
**£32.99** BY SEGA

Jumping jeeper! Hot or wot? No sooner have we got our mitts on Megadrive Donald, up he pops on the Master System and we grab that one first as well. What with GO!'s exclusive Game Gear review, we've scooped every single Sega Donald game. Wahoo!



Huey, Dukey and Louie were so excited: It was their birthday and they were looking forward to some really expensive presents from uncle Scrooge McDuck. So imagine their disappointment when all they received was a dime each. "Why give us just a dime on our birthday, Uncle?" quacked Huey. "After all, we sent off our birthday notes asking for bikes." Scrooge sat them down and explained "When I was your age, I wanted things like bicycles, trains and toys too. But I received instead a present which was worth more to me than any of those. I was given a single dime, and with that dime I made my fortune." The trio were wide-eyed. They took their dimes and stared at them wishfully. Then a crash. A bang. A puff of smoke. From nowhere appeared Magica De Spell. "I'll have those - and the boys," she cackled. Taking the dimes, including Scrooge's original coin, she wielded "With these, I'll soon be the richest person in THE WORLD!" Another puff of smoke and the room was empty, save for Scrooge and Donald. "You must rescue the boys, Donald," exclaimed Scrooge, "and the dime!" Without pause for breath, Donald was off in search of his nephews.

# DONALD THE LUCKY DIME



## THREE DIMES FOR THREE DUCKS

Donald's search for Huey, Dukey and Louie takes him all over the world. Not only must he find the three boys, spread over three levels, he also needs to hunt out their dimes across a further three stages. After that, it's a case of finding Magica De Spell, knocking her about a bit and retrieving Scrooge McDuck's original lucky coin. All in a day's work for a duck.

# DUCK LUCKY CAPER

## WATER OFF A DUCK'S BACK

Ducks can take to water as well as they can polter about on land, and Donald is no exception. If he falls into water the action switches to a swimming section where Don must paddle to the next opening, dodging falling stalactites and duck-eating fish!

## DUCKY FUZZ

The baddees which Donald Duck encounters across the world are many and varied. From dancing mushrooms and floating crabs, to boulder-tossing birds and murderous moles! Most of these critters can be laid to rest simply by jumping on their heads, but some need to be hit with a weapon - and others can't be destroyed at all!

Back to the duck of the wilds!

## DIG UP THOSE DISNEY DELIGHTS

This is the first console game to star Donald Duck. Other Disney treats to be had courtesy of Mr Sega are Mickey Mouse - Castle Of Illusion which is absolutely brilliant and stars our Mickey in a world full of danger and large cakes, and Fantasia, again featuring everyone's love-rod in a looks-good-plays-awful representation of the animated feature film, available for a short time on sell-through video.

Strange things are afoot as Donald leaps through the woods!



First we had Mickey Mouse in Castle Of Illusion, which was a smashing piece of platform japey. Now Sega have greaced us with probably the next most popular Disney character star young Michael, and his game is equally brill. The Lucky Dime Caper is platform perfection in a cartridge: chock-full of playability and rounded off with beautiful graphics. Donald himself is the apitting image of his cartoon self. He waddles about, sways when he's standing still - he even starts to stamp his foot and get into a seathing rage if he's left to wait for too long! Jolly, tinkly music gata the player dancing in his seat and, even though sound effects are a few and far between, they too are quite admirable. The game itself is an absolute treat, difficult but not frustratingly so, with lots of tricky bite like disappearing walkways and the like. I think The Lucky Dime Caper is an excellent game, maybe even better than Castle Of Illusion - and that takes some beating.

PAUL RAND

# REVIEW



Hoorsy! Donald Duck on the Master System is a super-skillful left chock-a-bloc full of the thrills 'n' spills we've come to expect from Sega's Disney licenses. Everybody's favourite little quacker had his work cut out to compete with

the oh-so-ead Fantasia) and thankfally Sega have turned in a totolly fab cert which really dose Disney jusstice. Bright, bold and colourful graphice are the order of the day here, with jolly tunes and wonderful spot effects to add to the illusion that you're taking part in a cartoon. Donald's a nifty little character too, finely tuned so that controlling him is an absolute joy. And with so much to see and do, the urge to keep exploring will keep you playing until the wee small hours. I loved Donald on the Megadrive and whille this is a completely different etyle of game it's a left all of its own. Buy this if you're looking for Disney dallighte or just one helluva good game.

**TIM BOONE**



One of Donald's many relatives shows up to cause trouble

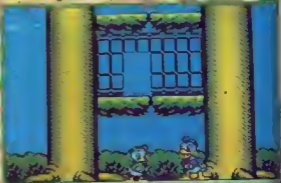
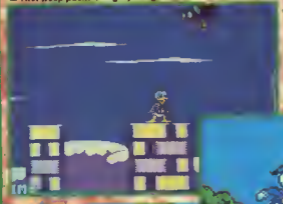


## DONALD'S FILMIC FROLICS

Not only has Donald and his cronies appeared in cartoons aplenty, they've also starred in an animated feature film! Secret Of The Lost Lamp saw the Duck family cavorting around the world in all sorts of magic lamp-related shenanigans. It's an enjoyable cartoon film, great to keep the kids quiet on a Saturday morning and it should be in your local vid store NOW!



▲ That wasp packs a mighty sting so run for it!



## MASTER SYSTEM

GRAPHICS	90
SOUNDS	89
PLAYABILITY	91
LASTABILITY	88
<b>OVERALL</b>	<b>90</b>



# SAVE



OK  
**HERO!**

YOU  
WANTED EVEN  
MORE **GREAT**  
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# WELL... GO GET 'EM!

# MASTER SYSTEM

## SHADOW DANCER



Featuring ninjabots and the mystical ninja powers, together with the fan-favorite dog fight a battle you'll love!

## POPULOUS



The tribes are battling for space in a small world. You control the godlike the Master System the battles!

## BACK TO THE FUTURE 2



It's Marty McFly, return to the future leaving the past as it was when he arrived.

## RONANZA 3608



Race your way through ten different settings as you search for treasures to steal!

## RUNNING BATTLE



The player takes the role of a policeman who must enter the business area known as the "Darkzone".

## DRAGON CRYSTAL



Control the wizard and a terrifying cast of monsters challenge you through five levels of sorcery.

## THE GREAT DIME GAPE



Donald Duck in every kind of danger with a fantastic variety of puzzles and traps.

## SONIC THE HEDGEHOG



This amazing 8-bit game is faster than you can believe with graphics and gameplay that guarantee it will be a best-seller.

## SUPER KICK OFF



The most amazing football simulation in existence! Super-realistic ball movement and amazing addictive qualities.

## ASTERIX



The hero of Gaul has come to the Master System! All the charm of Asterix in this great action game.

## THE FLINTSTONES



Some of the best graphics ever seen on the Master System give this game a great cartoon atmosphere.

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Take your golfing heroes and form of the world's most demanding golf courses.

## XENON 2



The classic space romp. Awarded the title of "Shock" in one of the "Year" following its original release.

## ALIEN STORM



The earth is under attack from evil aliens. These characters change their form and attack players.

## MERC8



The player takes the role of a mercenary hired by the U.S. government for dangerous missions.

## KLAX



Relax! Addictive fun and action as you catch colored tiles hurtling down the conveyor belt.

## LINE OF FIRE

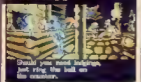


Drive in jeep, ship and helicopter as you destroy evil enemies that dare to cross your line of fire!



# MEGA DRIVE

## SHINING IN THE DARKNESS



Should you need inspiration, just ring the bell on the monitor. Wide like a movie, than a gem! A perfect fantasy world for you to explore.

## FIRE SHARK



Safeguard the destiny of an entire planet by defeating the enemy forces and take your place in history.

## JEWEL MASTER



You are the prince of a conquered kingdom fighting against an evil magician for the right to your crown.

## F22 INTERCEPTOR



The first time combat flight simulator for the Mega Drive. Fly against targets in Iraq, Russia and North Korea.

## MERC3



A fast paced action game full of blazing weapons, explosive traps and an army of deadly enemies.

## SPEEDBALL II



The bloodiest future sport in the deck. Fast, furious and totally violent.

## CALIFORNIA GAMES



The ultimate fun in the sun with this best seller. You'll feel like you are there!

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It's an epic time in one close-up view of battle. Enemies can be taken up, beheaded and electrocuted!

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Play characters more special features and more colorful enemies than any other street fighting.

## GYNOURG



Amazing vertical extreme playability spectacular effects and stunning sound. Go for it!

## PHELIOS



Restore the sword of light to its full power fighting off horridous, wretched and terrifying creatures.

## QUACKSHOT QUEST Starring Donald Duck



Donald Duck is ready for his greatest adventure as he quest for the Great Duck Treasure.

## OUT RUN



You'll really feel the road as you go through every turn, dip and hit incredible!

## SUPER HYDLIDE



Find the source of the evil force which has taken over the island and seal the evil forever!

## FATAL REWIND



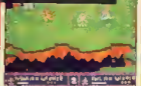
Defeat your way to the top of 10 Mile of Death infested with hostile life forms.

## ROBO COD



The return of James Bond. Undercover Agent, complete with RoboCod, enabling him to survive above and below.

## TOEJAM AND EARL



These two aliens travel through strange and twisted levels in time to a rap beat.

## HELLFIRE



Send the evil spirit and set up currently available to the Mega Drive.

## DECAPATACK



Dr Frank N. Stein has created you to create a wave of creatures and put body and mind back together.

## BONANZA BROTHERS



A comedy adventure of speed and teamwork with two of the funniest thieves you'll ever see.

## KLAX



Easy addictive fun and action as you catch coloured tiles falling down the conveyor belt.



# GAME GEAR

## COLOUR TV TUNER



You've got a portable pocket size colour TV with the Game Gear TV Tuner - watch it!

## RECHARGEABLE BATTERY PACK



Now you can get hours of playing power - anytime, anywhere - without batteries.

## CAR ADAPTOR



Hold on! You can even play your games in the car using the Game Gear car adaptor.

## GEAR-TO-GEAR CABLE



Competition time! Use two Game Gears together and test your skill - one-on-one!

## AC ADAPTOR



Home entertainment! Get an AC adaptor - plug into the 'grid' and save batteries.

## THE GREAT DIME CAPER

Starring Donald Duck



Donald Duck in every kind of danger possible with a fantastic variety of settings, enemies, puzzles and traps.

## OUT RUN



Game Gear puts all the excitement of Sega's best-selling Out Run driving action in the palm of your hand!

## PUT & PUTTER



Beak shots, water hazards, tree-trunks and double-stroke bumpers - the craziest miniature golf ever!

## WORLD CLASS LEADERBOARD



Brushstrokes golf course graphics with easy-to-use but realistic gameplay.

## JOE MONTANA FOOTBALL



The great sports strategy and excitement of Joe Montana play just as well on the Game Gear.

## SONIC THE HEDGEHOG



This amusing game is faster than you can believe. Brilliant graphics and gameplay.

## SPACE HARRIER



Keep your eyes on the enemies, shoot straight and keep moving! For a Space Harrier, the excitement never stops!

## NINJA GAIDEN



Hidden in fiery globes you will find new different items to help you fight your battle.

## SOLITAIRE POKER



You'll never have to shuffle cards or keep score again. Solitaire Poker takes care of everything for you.

## AXE BATTLER



Now the smash hit arcade action has been translated for the Game Gear. A real sensation!

## FACTORY PANIC



The fast-paced puzzle-game will make you laugh with pressure and scream in panic.

## HALLEY WARS



One of the most addictive games in a long time combines shooters-in-space with the best programming.

## WOODY POOL



No chance to rescue no buddies to die. Just addictive game play for its own sake. Anything wrong in that?

TO BE THIS  
GOOD TAKES  
AGES

TO BE THIS  
GOOD TAKES...

# SEGA

# CHEAT MODE



The sausage rolls are being baked, and Christmas tally has already started and there's still over a week to go till the day. Welcome to Festive Cheat Mode, where you'll find more tips than on the top of a Bumper Bag O' Toy Arrows and, more cheats than a Novelty Peck Of Trick Playing Cards, all lovingly compiled by CVG's very own bringer of good-tidings, Paul Rend.

AMIGA

## ROBOCOD

Don't move, creep, James Pond turns all metallic and offers a simple little cheat to help everyone stuck in this great platform game - actually, it's **Martin Black** from **Braloi** who sent in the tip, here it is. Press the **CTRL** key, which will cause yellow and black lines to appear for a second, then push **RETURN** to make **Robocod** flash and make stars appear around him. He is now invincible, and the effect can be reversed by pressing **RETURN** again.



## CHUCK ROCK

Cavemen capers ahoi! **Lewis Thomas** of **Swansea** has sent in a tip for this corker of a title. When the band are playing, type in the following codes to gain the respective actions:

**ESTRANO** - Flying mode by pressing left shift key  
**MORTIMER** - Zone select using function keys  
**TURN FRAME** - Level select using number keys  
**UNCLE SAMS** - Infinite anger

Besides these, **Marco Antonio** have sent some other codes all the way from **Portugal**. He doesn't say what they do, but I'm sure you'll all be able to find out. Anyway, they're **LIFE IS MY DREAM** and **FAST AINT TNE WORD**. Gava 'em a go, why not!

## CHIP'S CHALLENGE

**Portugal's Marco Antonio** has come to the rescue of all budding **Chipsters** stuck in this challenge. Start the game and press **F** until the screen turns upside-down. Then write the following, complete with spaces and full-stops:

**I THINK THEREFORE I AM.** - No need to collect the chips anymore. Also allows levels to be skipped by pressing **C**  
**09.12.57.** - Unlimited time  
**SAGITTARIANS MAKE BETTER LOVERS.** - Removes the need to collect keys  
 Enter any or all of those, then press **F** again to return to the game.

# TIP OFF

The sheer pace of the game, end to end action and tactical game play is the core of TIP OFF, a basketball simulation -

**A SIMULATION WHICH IS  
GREAT FUN TO PLAY**

Players' skills, attributes and fitness together with the astute substitution of players and change of tactics banks by the coach, holds the key to success in basket ball. TIP OFF, therefore includes some managerial aspects of the game. The main features are:-

- Multi directional scrolling screen
- Five skill levels. Skill level of both teams can be set independently.
- 1 to 4 players option. Option to play against the computer or another player or team up with another player against the computer or another player or two players.
- Facility to practice skills and tactics.
- Facility to create a team of all skill levels and design tactics.
- Instinctive Joystick controls to dribble, pass, shoot or do a dummy.
- There are two running speeds, two types of dribbling and passing and five types of shots at the basket (Jump shot, Hook shot, Skyhook, Running Jump shot and Slam Dunk).
- Each player on the court is an individual with a unique mixture of attributes (Age, Height, Flair, Pace, Stamina and Composure) and skills (Passing, Dribbling, Stealing, Shooting and Jumping).
- Two types of Leagues. Action Replay at 3 speeds.
- Extra moves are available using two independent button joysticks using the EXORLENCE System.



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Amiga Screenshots © Shaw

**EASY TO PLAY - HARD TO MASTER**

Presented by  
**ANCO**

Software Ltd



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## KILLING CLOUD

Brilliant 3D game, but mighty difficult to complete, missy! If you're having trouble getting off the first level and beyond, try the following passcodes from Geoff Lothhouse of Darlington.

LEVEL 2 - A00TQ7E2

LEVEL 3 - 200TQ7E3

LEVEL 4 - Q00G6E8

LEVEL 5 - 3006RWE3

Not only that, but Geoff says that if you set the number row at the top of the screen to 00, you'll receive 35 Pups and Pods. Cool!



## NINJA WARRIORS

Bruce Reaper (grim nerna: ah?) has decided to share his knowledge of Ninja Warndr lppary with us. Only trouble is, the following cheat will not work on all Amigas. Still, give it a whirl. During the game, type CHEDDA to receive infinite lives.

## MICKEY MOUSE - CASTLE OF ILLUSION

His lot may have beaten England in the recent Rugby World Cup Final, but let's not hold that against Australia's **Nugh Southall**, shall we? Especially when he's sent in a smart guide to beating the end-level bosses in this great Disney arcade game!

### 1ST BOSS

Go to the very left of the screen - this way, the acorns cannot hit you. Each time the boss stops rolling, throw an apple at his face.

### 2ND BOSS

Go to the very left of the screen and squat down. The clown cannot bounce on you. After he punches, jump on the spring and bounce onto his head.

### 3RD BOSS

Stand about five centimetres from the left. The first gremlin will bounce. When you see him, do a bounce attack - the gremlin should bounce right into you and die. Repeat for the others.

### 4TH BOSS

Go to the middle cupcake. When the dragon is high in the air, do a bounce attack onto his head. When he darts at you, just jump or throw an apple at him.

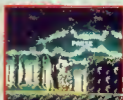
### 5TH BOSS

The giant is one mean dude. Stand still, allowing him to come closer and closer until he shows a grin, then bounce on his head. Repeat the process.

### MIZRABEL

Go to the top-left ledge. After Mizrabal fires her pat ghouls, bounce on her head, then dodge her until she goes back to the centre of the screen.

While we're at it, heed this tip from **Alex Nalla** of London W4. When Mizrabal is flashing, press PAUSE to see where she will move to next.



## AFTERBURNER

Getting on a bit now, but still a far old blast for lovers of the coin-op. **Sam Martin** and **Ian Pridham**, otherwise known as **The Cheat Boys**, have come up with a cheat to make Afterburner a doodle!

When the title screen appears, press A, B, C and START together. The take-off screen will be shown, along with the words SELECT STAGE. Groovy!



## MUSHA ALESTE

**Richard Lee** of Bristol has digned to forward this cheat for the fun 'n' froody blast which is Mushi. Switch on the game and wait for the SEGA logo to appear, then press RESET. Wait for the logo once more and press RESET again. Do this nine more times. Then leave it and enter the options menu whilst pushing diagonal down-left. You should now see ROUND listed under game level. Use this to choose any level.

Not only that, but **Maasaki Hata** of London N3 has sent in the following joyed cheats. He doesn't say what they do, but give 'em a go! Just pause the game and do any of these:

B, B, C, B, B, C, UP, DOWN, A  
RIGHT, DOWN, RIGHT, DOWN, LEFT, UP, LEFT, UP  
B, C, A  
UP, UP, UP, DOWN, DOWN, DOWN, LEFT, LEFT,  
LEFT, RIGHT, RIGHT, RIGHT, C, C, B, A



# FOOTBALL

# CRAZY



# 3

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# Player Manager



# KICK OFF 2



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## WRESTLE BALL

Another one from Masaki Hata, who's been a bit quiet of late. Choose One Player League and select Karate team, then enter KWGEN as a password to enter sound-test

## ARNOLD PALMER GOLF

Herts heart-throb Robert Hewatt has found a secret tournament in this excellent em, and it's so easy to find! On the password box, enter lower-case f's all across the top portion and 9's in the lower part

## PHELIOS

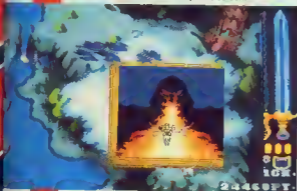
Robert Hewatt has been beavering away at this Dragon Spirit clone too, finding an extra difficult setting to keep the game alive that little bit longer. Play the game at Advanced level end, on completion, Expert level will be added to the options screen.

## TRANSBOT

More Down-Under delights from Paul Iannella for Sega's sad shoot 'em up. Hold down A and B when the Sega logo appears. Keep both buttons held down during the title screen - after a while, the "secret command" will appear, giving you ten lives, infinite arm power and an extra, slow-rotate move

## R-TYPE

A class cheat for an equally class conversion, proffered by Slevan Donoghue of New Zealand. About three-quarters of the way through level four, enter the large mass of green dots at the top and blast your way through to the middle. There should be a small grey dot which, if you fly past then ram into it backwards, should take you to a secret stage complete with new enemies and backdrops! Jeepers!



## TEDDY BOY

It's oldy-but-goody time in Cheat Mode this month thanks to Paul Iannella and his small selection of tips which he's sent all the way from Australia. First off is one for the rather average horizontal scroller. On the title screen, push UP, DOWN, LEFT and RIGHT twice. On playing the game, a hidden options screen should appear



## ALEX KIDD IN MIRACLE WORLD

Sega's answer to Mario doesn't really cut the mustard, but the games are jolly good fun nonetheless. David Hennigan of London N20 has graciously supplied us with a snippet of his knowledge on one of the Kidd series

When the Game Over message appears, hold the controller UP and press button two eight times to continue where your last game ended. Bear in mind, though, that you must have at least 400 coins for this to work.

Gareth Jonas of Powys not only has the most stereotypical name ever for his part of the world, he's also got a cheat for Alex Kidd in Miracle World. When the end-level boss appears, press button two repeatedly until a cloud can be seen above his head. This shows which sign he will use. Unfortunately, this doesn't work for the fire boss, but I'll tell you what the combination is anyway - use stone, then scissors to kill him.

## ZILLION 2

An old one, but still a challenge worth taking. Paul Nitcher from Preston has found a cheat for this exciting platform adventure. When dead, hold UP and press button one. The word "Continue" will appear onscreen. Press button one again to start from where you left off.

## PRO WRESTLING

Wrestling's all the rage at the moment thanks to those WWF chappies. Here's a useful tip for all you Sega-owning grapple fans. When your opponents get the chair, climb onto the top rope to make them insanely lose it.

# Brides Of Dracula



In the depths of Transylvania, in the castle of the Eccentric Egomaniac Vampire Superstar Count Dracula. In his never ending quest to prove what a guy he is to all his chums, he's decided to get seriously married. He already had a tip off that the nearby village of Bistritz is home to some thirteen particularly foxy chicks - just the number he was looking for!

Only Gonzo Games could take what seems to be a sensible plot mix it with Monty Pythonesque humour and twist it around until it is beyond recognition - and still bring off the idea superbly. That's exactly what Gonzo has done so expect the unexpected! Atari ST User Star rating Accolade 92%

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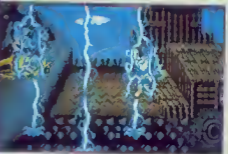
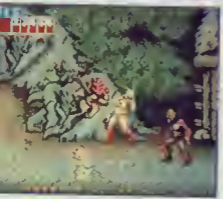
## SHINOBI

I'd love dearly to credit this tip to someone, but unfortunately I here's no name or address supplied. It was the only one I found, so you should know who you are. When the Ninja mask appears, pull **DOWN** and press button two to select the level of your choice.



## GOLDEN AXE

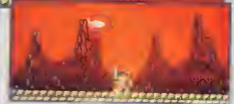
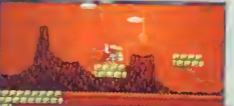
The Cheat With No Nema again, with a tip for one of the best coin-op conversions ever to hit the Master System. Once you have used your last continue, wait for the Game Over message to appear. Then push **UP** and press button two to receive an extra continue. This works only once.



## WONDERBOY III

A bit of a waste of time, this tip from John Dickinson of South Millford, but if you're rubbish at this truly excellent arcade adventure, why not give it a shot.

Firstly, enter the password **WEST ONE**. Then, enter the second door you come to and smash the middle brick with your sword. Go through the secret door and change into the bird. Fly up to the first platform above the tree and press **UP**. Fight the dragon and you've completed the game. Worth spending thirty quid to try out that one I'd say, or would I?



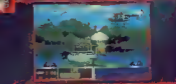
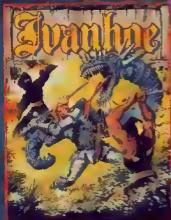
## GOLFAMANIA

Tim Farnsworth is whinging about not having his tips printed in CVG. Well, just to show that I'm nice (and so that I can make mention that he has a name which sounds as though he's straight out of All Creatures Great And Small) I'm going to print this one, for that great golling sim Golfmania.

If your shot is a bit on the naff side, press **RESET** while the computer is saying "In Rough" or whatever, and continue the game to take your last shot again. This only works in Stroke Play and Tournament.

# QUALITY ACTION

AT A PRICE YOU CAN'T AFFORD TO MISS



CBM AMIGA

ATARI ST

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## SUPER MARIO BROS 3

One of the best games of all time, Mario's latest adventure on the NES has been thoroughly played by Paul Carroll of London W1. Young Paul's found all three Warp Whistles and, kuuvery lad that he is, wants to share them with you all!

## WARP WHISTLE ONE

Go to the end of World 1-3 and find the large white block. Stand on the block and keep **DOWN** held. After a few seconds Mario will fall behind the scenery. Run to the right and you'll enter a secret Toad house, wherein you'll find a warp whistle.

## WARP WHISTLE TWO

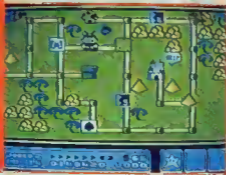
In Boom Boom's castle in World one, proceed until you reach the door to Boom Boom's chamber. Collect the leaf and jump on the skeletal Koopa. Now, accelerate to fly along the platform. Fly straight up on the right-hand side and hold **RIGHT** until you begin to move right with the screen. Continue right until you can go no further then press **UP** and enter a secret room with the warp whistle.

## WARP WHISTLE THREE

In World Two, once you've received the hammer from one of the wandering Hammer Bros, you can use it to break the boulder in the upper-right corner of the world. With the boulder gone you can take the passage to a hidden area where the warp whistle is kept.



Flip over any two cards and see if they match. You can only miss twice.



## SUPER BUBBLE BOBBLE

Larks-a-flippin'-lordly! Gary Clare of Oxon has sent in these choice level codes for the game featuring the souped-up antics of Bub and Bob. Do it, Gaz!

LEVEL 10 - BCER  
LEVEL 20 - AFFEB  
LEVEL 30 - AGJAJ  
LEVEL 40 - IGJAI  
LEVEL 50 - FIDG  
LEVEL 60 - FCEAG  
LEVEL 70 - JECAI  
LEVEL 80 - CCEFI  
LEVEL 90 - CBIEB  
LEVEL A0 - GJGBG  
LEVEL B0 - GACFG  
LEVEL C0 - DDFCI



## GHOSTS &amp; GOBLINS

A spooky cheat from Gary Clare, and a chilling tip to use once the cheat's in place. Select the number of players you want but, before pressing **START** push **RIGHT** then **B** three times, **DOWN** then **B** three times then press **START**, allowing you to select a level.

Now the tip: once the level cheat is activated, go to level seven and defeat the devil. After that, don't press **RESET** or switch off - instead, move the marker to level seven and fight the devil again. Defeat him to complete the game!



TAKE YOUR SENSES TO THE EDGE...  
... AND BEYOND!

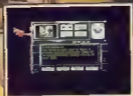
# SPACE CRUSADE

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## GREMLIN



Gremlin Graphics Software Ltd.,  
Carver House, 2-4 Carver Street, Sheffield S1 4PS.  
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Crusade™ was developed in association with Games Workshop Ltd.

## METROID

Nishant Budhwani of Cardiff reckons that entering the name **JUSTIN BAILEY** changes the player into a girl who most of the weapons available and that the game starts in an underground level. Well, fiddle-dee-dee!

## DRAGON'S LAIR

It's possible to reset the game at the entrance to a mine by exiting and re-entering the screen. A short but sweet cheat from, erm, I don't know 'cos he didn't send his name and address. Still, whoever you are, thanks v. much!



## BILL AND TED'S EXCELLENT ADVENTURE

Liam Leahy from Huddersfield is one bodacious dude, sending in these excellent level codes for the game of the fer-ol movie!

WILD WEST	555-4238	SCHOOL ROOM	555-2989
GREECE	555-6787	THE ABYSS	555-8737
ENGLAND	555-8842	PARADISE	555 6429
PREHISTORIC	555-4118	CONCERT	555-1881
SHOP MALL	555-8471		

## GDLF

James McKenn, among others, has found a handy cheat in this cracker of a sports title. Apparently, if you do a crappy shot, reset the game while the ball is travelling to take it again. Fore out of five for that fine piece of advice!

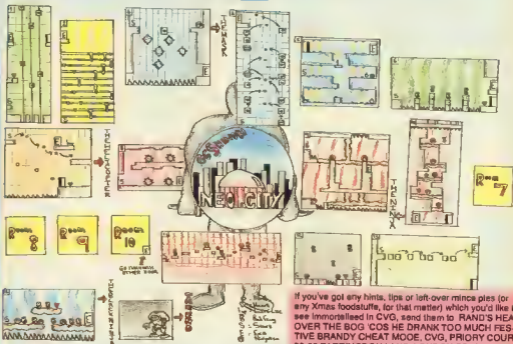


## GG SHINDBI

A tough nut to crack, but cracked it has been by Glen Taylor of Guernsey, who's sent in this smart map of the Neo City level!

## GAME BOY

## GAME GEN



If you've got any hints, tips or left-over mince pies (or any Xmas foodstuffs, for that matter) which you'd like to see immortalised in CVG, send them to **RANDY HEAD OVER THE BOG 'COS HE DRANK TOO MUCH FESTIVE BRANDY CHEAT MOOZ**. CVG, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU. If I feel merry enough, I'll award a £100 prize to the best tips - none this month though, as I've got my Ebenezer Scrooge hel on. Happy 1992!





# REVIEW

**AMIGA** **STBA**  
BY MICROPROSE

Grab your clubs, pack your balls and head out onto the course for a few rounds with Microprose Golf. The flight sim surpurses have taken a shot at the gentle game and touched down with a realistic simulation of all the thrills 'n' spills of golf-style melarkay on 16-bit machines. The game follows the same format as most others, but strives hard to be as realistic as possible. Visit courses in various countries and compete against friends, or against the computer. With loads of options to choose from, both in practice and competition, you can play a tournament against a load of top golfing heroes or play for points against your pal. With tons of holes to conquer, it's going to be quite a while before you've finally beaten this!



## IN THE DRINK

One of the annoying aspects of Microprose Golf is the sheer amount of wear on the course. It seems like every couple of yards there's a lake or a river if you do land in the drink, you get a penalty shot taken away as well as having to retake the shot from the nearest bank. Watch out for bunkers too, landing in sand can be a costly experience...

# MICROPROSE GOLF

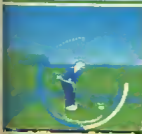
## PLAY FOR YOUR SKIN

The most fun and most directly competitive aspect of Microprose Golf is playing for "skins". Professional golfers have been doing this for years. It's a simple prize, usually cash, waiting at the end of each hole for the golfer with the best score. If the tally is equal, the prize is shared between the players. Prizes in real life "skins" have included Ferraris, houses, even a helicopter. Rumour has it that a couple of millionaires once played for Issue One of CVG...



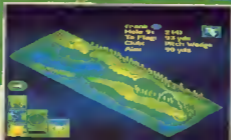
After the success of the incredible PGA Tour Golf, you'd think that software companies would just give up on golf games forever. Oh no! Microprose reckon they can at least equal the mighty PGA and they're not far wrong! OK, this game isn't quite as slick or smooth as PGA, but it's got tons of options that PGA never had. The polygon course are well defined and they move smoothly enough - with a host of camera viewpoints allowing you to view those smart shots from any angle. Sound is almost completely lacking, though: a standard whoosh and thump for the swing and a jaunty plonk when you hoist the ball. There's certainly a lot of variety and the game takes on a new light with more than one player (you can have up to four). All in all this is a slick rendition of a great theme - and even lucky PGA owners would do well to check this out for more golfing greatness.

FRANK O'CONNOR



## UPDATE

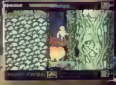
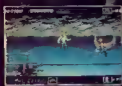
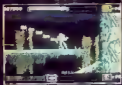
ST owners out there have been swinging away with Microprose Golf for a little while, and PC players are next on the list. Ready!



## AMIGA

GRAPHICS	88
SOUNDS	NA
PLAYABILITY	89
LASTABILITY	90
OVERALL	89

# WOLFCHILD



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# CARDIAXX

CARDIAXX - LIFE IN THE FAST LANE

# REVIEW

AMIGA £25.99  
BY ELECTRONIC ZOO

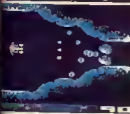
## TWO-WAY SUPER SCROLL

Unlike most shoot 'em ups these days which scroll from right to left, Cardiaxx features Delenda-style bi-directional scrolling, which allows the player to turn round and blast any sneaky baddies which may be behind you. Smart eh?



Forget the Death Star - the most destructive weapon in the universe is the Cardiac Beam. Capable of annihilating whole galaxies with a single blast, the beam is the boast of the Cardiaxx Empire. So guess which plonker has volunteered to jump into the cockpit of his piddling little starfighter and go up against the might of the Empire to ultimately defeat this vile scourge and smash their toy to a squillion bits of metal? That's right matey, it's you! Luckily, help is at hand in the shape of an array of computer systems which can plot the precise position of enemy craft and give you an audible warning, not to mention a prototype weapons retrieval system which allows you to pick up the armaments from other ships and bolt them onto your own. It's still a tall order, one man versus a battalion, but think of the free drinks you'll get if you succeed!

▲ This guy is tough! Watch out for homing missiles.



▲ Three-way blasting action!



▲ A wall of swirling asteroids blocks your path!

▲ No light at the end of the tunnel!



The first thing you notice about Cardiaxx is the speed. This is one blindingly fast game, made even more difficult by the fact that you have to travel in both directions to complete each level - not an easy task when there are bullets shooting around

willy-nilly and you've got one unit of energy left! Cardiaxx's graphics are fairly disappointing: the black backgrounds are a total cop-out, although I suppose they help to keep the speed up. The rest of the backdrops are, indeed, the sprites, aren't the most dynamic ever seen either. Sound is great all-round, from the hypnotic intro ditty and heavy metal in-game track to the robotic speech and gun effects (which are apparently taken from an Uzi 9mm). But it's the game which I love; hard, fast and dangerous, like a good shoot 'em up should be. Nancy boys need not apply!

PAUL RAND



## SOUNDS TERRIFIC

One of the most striking features of Cardiaxx is its sound. A stunning, Guns Roses-style track plays throughout the game, but what's better is the speech, telling you from which way the enemies are approaching, when bonuses have been received, and all sorts of similar info.

▲ Eat plutonium death space fiend!

## UPDATE

No more versions for you, boyo, 'cos none are in the pipeline. Sorry.

AMIGA	
GRAPHICS	80
SOUNDS	90
PLAYABILITY	84
LASTABILITY	84
OVERALL	85



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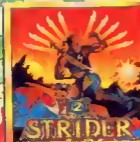
(Commodore/Spectrum, etc.) - 8 bit. **0898 330 901**

(Atari ST/Amiga, etc.) - 16 bit **0898 330 902**

(Sega Megadrive &  
Master System etc.) - Consoles **0898 330 903**



LOTUS ESPRIT  
TURBO  
CHALLENGE



## FOOTBALL CRAZY ANCO

AMIGA 97%  
ST 96%

Lucky Amiga and ST owners are in for a footballing feast courtesy of Anco, who have lobbed Kick Off 2 and The Final Whistle data disk together AND thrown Player Manager into the package!

Dubbed Football Crazy, you'd have to be nuts to miss out on possibly the best completion around this Christmas. The best foody game ever, the best foody management game ever and a great add-on disk to make the best even better. Don't ponder - buy.

## THE CAPCOM COLLECTION US GOLD

AMIGA 88%  
ST 86%

US Gold brings together seven Capcom coin-op conversions and an original game in one package in the form of the unsurprisingly titled Capcom Collection.

Ghouls and Ghosts, LED Storm, Forgotten Worlds and UN Squadron are the best of the bunch, with Last Duel, Dynasty Wars and Striders 1 and 2 bringing up the rear. Arcade addicts should get their fill over the festive season with this package.

CRAZE! With Christmas all around us and Santa's sack stuffed full of all sorts of what's hot and what's not when it comes to Combo compilation packs, PAUL RANDY'S will write, put on his big black boots and Ho Ho Ho!

# RANDY'S XMAS

## AIR/SEA SUPREMACY UBI SOFT

AMIGA 92%  
ST 90%  
PC 91%

Four best-selling simulations and an above-average shoot 'em up make up Ubi Soft's offering for the Binky Hetherington's amongst you. Gunship, Silent Service, Carrier Command and Firebird's WWII blaster P-47 Thunderbolt appear on all three packages. F15 Strike Eagle also features on the ST and PC compilations, its place in the Amiga box being occupied by Cinemaware's excellent biplane flyer, Wings. A superb package - although P47 is totally out of place.

## 4 WHEEL DRIVE GREMLIN

AMIGA 89%  
ST 89%

Gremlin have produced some cracking driving games in their time, four of which have trundled onto the 4 Wheel Drive compilation. Lotus Esprit Turbo Challenge and Team Suzuki are undoubtedly the best of the bunch, with the high-quality Combo Racer and above-average Toyota Celica GT Rally making up the second row.

A worthy package of exhilarating racers, 4 Wheel Drive should suit franchisee Mickey's down to a tee.

## NINJA COLLECTION OCEAN

AMIGA 80%  
ST 78%

Never the sort to miss out on a Christmas money-spinner, Ocean have put together a trio of top martial arts coin-op conversions for budding Bruce Lee's to savour. Shadow Warriors, Dragon Ninja and Double Dragon are the titles, with Shadow Warriors the strongest game in the pack - a stunning conversion of the arcade machines. The other two aren't the hottest beat 'em ups in the world, but they'll help while away the hours between Wizard Of Oz and Star Wars...

## SUPER SEGA US GOLD

AMIGA 80%  
ST 80%

They may not be allowed to bring Sonic The Hedgehog to computer, but at least US Gold can make a bit of Christmas cash by hurfing a few of their earlier Sega conversions into a box.

Super Sega features top name titles Super Monaco GP, Golden Ax, Crock Down, E-SWAT and Shinobi. All are well worth the effort, apart from E-SWAT and Shinobi which, to be fair, are a bit whiffy. That still leaves a good, solid trio of coin-op conversions to fill the big toe of your Christmas stocking nicely.

## CHART ATTACK GREMLIN

AMIGA 83%  
ST 83%

This is Gremlin's second compilation this Xmas, the featured titles being James Pond, Lotus Esprit Turbo Challenge (egelin), Ghoul's 'N' Ghosts and Venus The Flytrap.

# CHRISTMAS CRACKERS!

Apart from the decidedly average Venus The Flytrap, Chart Attack is a sound selection of software, more than able to keep new computer owners happy until the turkey runs out at around Easter time.

## MOVIE PREMIER ELITE

AMIGA 50%  
ST 49%

Elite can usually be relied on to knock out a knock-down games pack at Christmas and, true to form, here they are with a quartet of film licenses dubbed Movie Premier. Now showing are the original Teenage Mutant Hero Turtles game, Gremlins 2, Back To The Future 2 and Days Of Thunder. Movie Premier is certainly the most disappointing compilation doing the rounds this December. None of the games available are of staggering quality - and BTTF2 and Days Of Thunder are absolute travesties which should never have found their way onto computer screens singly, never mind in a pack. If Auntie Flo gets you this for Christmas, make sure she keeps the receipt!



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- BLAZE HOODLUM (U)
- QUACKSHOT (U)
- EL VIVIDO (U)
- DEVILS CRASH (M)
- MERCS (S/M/M/K/K)
- RUINER (U)
- MARVEL LAND (U)
- STREET SMART (U)
- ROCKAD (U)
- STAR FIGHTER (U)
- SPINNING W/ COMPASS (U)
- DARK CASTLE (U)
- FINAL RENDEZVOU (U)
- TOE JAM AND EARLIER (U)
- SUPERMAN (U)
- THE SMOULD (U)
- SONG HEDGEHOG (U)
- ALEX STONE (U)
- FANTASY ZONE (U)
- ENGLAND (U)
- SPIDERBALL (U)
- OUTGUN (U)
- MAKING SOLDIER (U)
- TIME CRUISE (P/INBALL)
- XENON (U)
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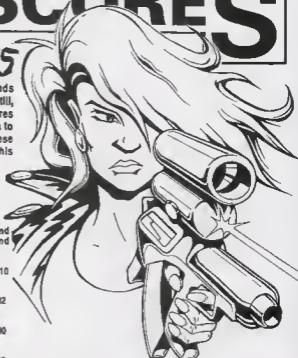
# HIGH SCORES

## DEAR WIMPS

Aching arms? Sleepless nights? Poor eyesight? Sounds like you've all been wiggling your joysticks too hard. Still, if it gets results it must be worth it. Those high scores here have come flooding in of late and you guys just seem to get better and better. This is the best piece to showcase your gaming achievements, so let's see how you did this month...

## SADIE MEGADRIVE

Sega's machine has seen a lot of ass-kicking action this month and there are some pretty impressive scores here, check em' out and see if you can do better!



<b>DEVIL CRASH</b> Julian Matthews, Wood Green, London	178,003,210
<b>HARD DRIVIN'</b> David Cedwell, West Norwood, London	10,579,482
<b>SHADOW DANCER</b> Adi Rees 25 Hentil Ings, Tickhill, Doncaster	685,300
<b>ZERO WING</b> Alan Brait, Chucklabbury on Sea, Spaxwood	2,878,830
<b>WRESTLE WAR</b> James Strmpson, Spalding, Lincs	<b>FINISHED-UNDEFEATED</b>
<b>LAKERS VS CELTICS</b> All Stannett, Doncaster, S.Yorks	<b>WORLD CHAMP (PERFECT RECORD)</b>
<b>STRIDER</b> M.Cooper-Devis, High Wycombe, Bucks	78050
<b>AFTER BURNER 2</b> Marcus Wallbank, Stevenage, Herts	79,204,321
<b>STREETS OF RAGE</b> Keith Pentland, Cathness, Scotland	665,200
<b>SPIDERMAN</b> Paul Davies, Rochdale, Lancs.	146,875

<b>BATMAN</b> Mark Sze, NSW, Australia	1,068,380
<b>DUCK TALES</b> Kalle Jarvanpes, Helsinki, Finland	11,960,000

## SEGA

<b>ALEX KIDD IN SHINOBI WORLD</b> Richard Marrick, Little Oase, Sheffield	1,154,000
<b>MICKEY MOUSE</b> Richard Nind, Coventry, West Midlands	858,760
<b>OPERATION WOLF</b> Danny Cartwright, Morston, Wirral	62,100
<b>R-TYPE</b> Mark Jameson, Whitby, Yorkshire	712,500
<b>OUT RUN</b> John Sullivan, Co.Louth, Eire	11,281,680

## NINTENDO

There's a lot of Nintendo related japey happening at the moment and the scores are getting bigger and bigger. I want to see some Mario 3 scores though, so get your joypad out and get playing suckers!

<b>DOUBLE DRAGON 2</b> Steven Yeo, Ayr, Scotland	913,027
<b>CAPTAIN SKYHAWK</b> Daniel Walts, Stroud, Kent	1,800,500
<b>DONKEY KONG JNR</b> Andrew Brant, Crawley, Sussex	103,300

## AMIGA

You Amiga owners have been a bit busy. There's some truly inspired scores here this month and a pretty mixed bunch of games. It seems there are a lot of PGA players out there and the competition is pretty stiff. Let's see some more of the same next month.

PGA TOUR GOLF Rose Clary, Liverpool	60-AVANEL
NAVY SEALS Christopher Toware, Somersham, Cambs.	60,400
GOLDEH AXE Christopher McIvor, Glasgow, Scotland (obviously)	764.6
FINAL FIGHT Marcalo Silva, Liria, Portugal	147,850
CHUCK ROCK Richard Robans, Canvey Island, Essex	96,540
NEW ZEALAND STORY Sam Brown, London	7,165,999

## GAMEBOY

A couple of odd games in the Gmaaboy lineup this month. Parolusa is a near little game which hasn't really made much of an impression and Bill and Ted makes its first appearance in the high score chart.

OR MARIO Slygo Elings, Holland	168,600
MALIBU BEACH VOLLEY Nick Roach, Wirral, Merseyatda	COMPLETED WOMEN'S
BILL AND TED Steven Lawsey, Ounbañonahira, Scotland	COMPLETED
PARODIUS Tza Chang, Camberley, Surrey	COMPLETED

## SUPER FAMICOM

The excellent Jerry Boy and the not-so-excellent Pro Soccer, both make their debut in the high scores this month. Look out next month for the Incredible Castlevania 4 and get playing!

FINAL FIGHT Matthew Holness, Hartford, HaPa.	17,183,368
JERRY BOY	190,999
SUPER GHOULS N' GHOSTS Oerren Hill, Congleton, Cheshire	184,509
AREA 88 Roger Scott, Brighton, E.Sussex	612,800

## AMSTRAD

Who is the mysterious Melky Brown? How did he get such a bizarre name? How did he get such a big, throbbing score? How did he get his jumper on over such a big head? None of these questions will be answered this month. Or next.

LOTUS TURBO CHALLENGE James Nadin, Whiston, Rotharam	214
PAHG Matthew Symonds, Badwell Ash, Bury St.Edmonds	219,600
HARD DRIVIN' Chris Lyons, Manchester	TIME:1.38

## PC ENGINE

Yo ho ho! PC Kid is proving more than a little popular this month, almost all of our PC Engine entries were for this top-notch game. Tom Currie of Etwell takes the trophy though, with a huge score. Let's see some scores for the latest Engine blast 1941.

PC KID 2 Tom Currie, Etwell, Derby	1,035,050
FORMATION SOCCER Salaam Butt, Mitcham, Surrey	COMPLETEO ITA 3 BRA 1
SCI David Whaelar, Caerphilly, Mid Glam.	2,177,300
NAMCOT BASEBALL Kip Murphy, Irvine, Scotland	18-9
BATMAN Ilech Smith, Stretford, London	999,999

## ARCADE

Been hanging round the arcades again heva you? Waaling your youth when you could have been at home doing homework? Lakka like it paid off though, with some small top scores to show for your credit munching antics.

RACE DRIVIN' Phil Oulinn, Waaton Super Mars	1,912,397
SMASH TV Lae Osborne, Bury St.Edmonds, Suffolk	359,490
PIT FIGHTER Lalgh Jackson, Bavarlay, Hull	3,910,000

## R I P H E R E

Right, wimpos, you know the drill - every month CVG will be throwing down the gauntlet to all of you weaklings. Fill out the form below and send it to SCORE WITH SAOIE at the usual CVG address. If your scores are good enough, they'll be printed in my Highscore Tables, and outstanding scorers may be called on to go up against the drooling CVG reviewers and a software house champion, with an expensive piece of computer or console gear (depending on what you already own) as a prize!

OEAR SADIE, I THINK I'M GREAT - MUCH BETTER THAN THOSE CVG CRETINS ANYWAY - SO NERE ARE MY HIGNSCORES..

GAME ..... SCORE .....

GAME ..... SCORE .....

GAME ..... SCORE .....

NAME: .....

ADDRESS: .....

TELEPHONE NUMBER: .....

MY MACHINE IS: .....

# MOONSTONE

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**12**

Moonstone contains scenes of strong graphic imagery with particular realism. Although these scenes are optional, this product is voluntarily rated 12. Parental Guidance is recommended for younger players, however this is not a legal requirement.

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# REVIEW

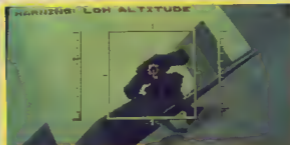
AMIGA £25.99  
BY OCEAN

Welcome to Mediabreak - Old Detroit's most up-to-the-minute news station. Give us two minutes and we'll give you THE WORLD. Hello, I'm Casey Wong. Today's top story: Otomo, the latest addition to the Omni Consumer Products mechanised urban pacification programme, has been unveiled to an eager press. Created to work primarily at street level, Otomo has been designed to halt the spread of on-street violence; the unit carries no guns, relying instead on superb martial arts programming. Expect to see OCP's newest weapon down your way soon. Meanwhile, as the industrial action by Old Detroit Police Department continues, street crime worsens. Reports of car thefts and terrorism are flooding in, a situation made worse by the breakdown of a number of old-model ED-209 units, each fully armed and running berserk throughout the city. Only a handful police officers are on the job, among them OCP's original law enforcement unit, Robocop. Looks like he'll have his work cut out down there...



## I'D BUY THAT FOR A DOLLAR!

Unlike the flat, sideways-scrolling graphics employed in Ocean's conversions of the previous two Robo movies, Robocop 3 uses polygons to create a complete three-dimensional simulation of Old Detroit. As well as being able to see the world through Robocop's eyes, a number of different views can be accessed, depending on which of the sub-games is being played.



## STAY OUT OF TROUBLE

The action in Robocop 3 consists of five separate arcade sub-games. In the first, Robocop must enter a building taken over by terrorists. Then a joystick must be stopped - by ramming the stolen car until it stops. A van full of terrorists must be put out of action in the third game. Completing this section and Robocop receives a jet pack and must take to the skies to destroy rogue tanks and helicopters. The final scene sees Robo take on Otomo, the ninja robot!

▼ Take to the streets for Robo-related thrills 'n' spills



Robocop 3 has to be the most original movie tie-in ever. Ocean have been churning out license after license, all using the same scrolling beat or shoot 'em up formula. Robo 3 has come along though and it really breaks the mould. 3D antics, atmospheric music and a whole variety of tasks to complete. The fact that the game can be played as a straight-forward arcade blast is great, but you can also play it as a kind of adventure, following the plot of the movie very closely. The best part of all, is the stalk and shoot section in the skyscraper. Walking around corridors, saving hostages and killing terrorists is great fun. This game is truly superb and has to rank as the best use of a license ever. Amiga owners will be chuffed to bits, but might be interested to know that the game will only run with the supplied 'dongle' attached. This little bit of computer chippiness plugs into the back of the Amiga, allowing Robo to load. Smooth graphics, outstanding music and some outstanding presentation. Brilliant stuff, go buy it!

FRANK O'CONNOR

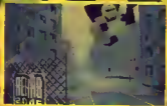
# REVIEW



I'd heard all about the revolutionary use of polygons in the new Robocop game, but I wasn't prepared for what hit me when I loaded it up for the first time. This is absolutely unbelievable! Ocean have come up with a product that can truly be called an interactive movie

- certainly a far cry from their two earlier Robocop games which pale into nothingness when compared to this. Graphically it's incredible; a ridiculous amount of views allows the player to see what's going on from almost any angle and, considering the amount of information on-screen, the frame update is extremely fast (although if you want it even faster, you can turn off the polygons and play with wire-frame versions of the graphics!) Sound and music adds to the atmosphere still further, including the Mad Max theme taken from the movie! A strong contender for one of the year, Robocop should be right at the top of your list.

**PAUL RAND**



## YOUR MOVE, CREEP

How come there's a Robocop 3 game when there's only been two films? Because the third installment in the Robocop trilogy is yet to be released, that's how. Robocop 3 - The Game is reputed to be very close to the plot of the film, but don't expect to see the same amount of killings as there are here. The movie is rumoured to have received a 12 certificate, which means that when it reaches these shores in late Spring of 1992, the violence will have been toned down significantly.



▲ Zero is on the action in downtown Detroit, where there's no time to muck about!



▲ All's quiet in Old Detroit - but not for long...

## AMIGA

<b>GRAPHICS</b>	<b>96</b>
<b>SOUNDS</b>	<b>93</b>
<b>PLAYABILITY</b>	<b>94</b>
<b>LASTABILITY</b>	<b>94</b>
<b>OVERALL</b>	<b>94</b>





# TOP 20

GALLUP ALL FORMATS

## THIS LAST GAME BY

1	1	LOTUS TURBO CHALLENGE 2	GREMLIN GRAPHICS
2	3	TERMINATOR 2	OCEAN
3	5	FINAL FIGHT	US GOLD
4	2	MEGA-LO-MANIA	MIRRORSOFT
5	4	ALIEN BREED	TEAM 17
6	6	RUGBY THE WORLD CUP	DOMARK
7	7	JIMMY WHITE'S SNOOKER	VIRGIN
8	8	DIZZY COLLECTION	CODEMASTERS
9	9	MANCHESTER UNITED EUROPE	KRISALIS
10	11	RAINBOW COLLECTION	OCEAN
11	15	BIG BOX	BEAU JOLLY
12	10	SPEED BALL 2	MIRRORSOFT
13	14	WORLD CLASS RUGBY	AUDIOGENIC
14	NE	BOARD GENIUS	BEAU JOLLY
15	12	HERO QUEST	GREMLIN GRAPHICS
16	17	UTOPIA	GREMLIN GRAPHICS
17	NE	FINAL BLOW	STORM
18	NE	4D SPORTS BOXING	MINDSCAPE
19	16	MAGIC POCKETS	RENEGADE
20	RE	TURRICAN 2	ANCO

It looks like Gremlin's brilliant Lotus 2 is going to be at the top spot this Christmas, but who knows, maybe T2 will reach the coveted numero uno position yet!

RTS  
GUG  
CHARTS  
GUG  
CHARTS  
GUG  
CHARTS  
GUG

## ATARI ST

- |    |    |                       |             |
|----|----|-----------------------|-------------|
| 1  | 1  | MEGA-LO-MANIA         | MIRRORSOFT  |
| 2  | 2  | JIMMY WHITE'S SNOOKER | VIRGIN      |
| 3  | 3  | SILENT SERVICE 2      | MICROPROSE  |
| 4  | 4  | TERMINATOR 2          | OCEAN       |
| 5  | 5  | FINAL FIGHT           | US GOLD     |
| 6  | 6  | RERAILROAD TYCOON     | MICROPROSE  |
| 7  | 6  | UTOPIA                | GREMLIN     |
| 8  | 8  | REOUATTO ARCAOE       | COE MASTER  |
| 9  | 9  | RETHUNOERHAWK         | CORE OESIGN |
| 10 | 10 | REFLAMES OF FREEOOM   | RAINBIRO    |

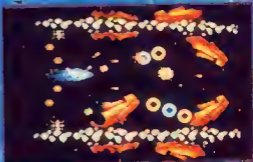
The ST chert is almost unchanged as Megalomania keeps its well deserved 1st place. Jimmy White's top-notch snooker sim holds on at number 2 and looks set to stay in the top 10 all the way to Christmas. Railroad Tycoon's re-entry was a bit of a surprise, but we're sure it won't be the only one this Xmas!



## PC ENGINE

- 1 TIME CRUISE 2
- 2 HIT THE ICE
- 3 DRAGON'S EGG
- 4 GRAIUS
- 5 MAGICAL CHASE

NEC owners will probably be more surprised by the entry of Gradius in the chart than anything else! It's about time Konami's magic shooter appeared on the old Engine! Time Cruise 2 is a smart pinball sim, with more hidden screens than you can shake a stick at. Expect Gradius to be on top next time round!



## AMIGA

- |    |    |                       |            |
|----|----|-----------------------|------------|
| 1  | 1  | LOTUS CHALLENGE 2     | GREMLIN    |
| 2  | 3  | ALIEN BREED           | TEAM 17    |
| 3  | 2  | MEGA-LO-MANIA         | MIRRORSOFT |
| 4  | 6  | FINAL FIGHT           | US GOLO    |
| 5  | 4  | RUGBY THE WORLO CUP   | COMARK     |
| 6  | 5  | JIMMY WHITE'S SNOOKER | VIRGIN     |
| 7  | 7  | NE40 SPORTS BOXING    | MINOSCAPE  |
| 8  | 9  | MAGIC POCKETS         | RENEGADE   |
| 9  | 14 | UTOPIA                | GREMLIN    |
| 10 | 7  | TERMINATOR 2          | OCEAN      |

The biggest mover on the Amiga chart this month is Team 17's superb Alien Breed. It's rocketed to the number 2 spot and looks all set to take the coveted number 1 position. Not bad for a bunch of guys who started off doing dodgy demo! T2 slips though, as Arnie's pulling power tades!





## NINTENDO

- 1 HESUPER MARIO BROTHERS 3
- 2 HETHE SIMPSONS
- 3 HEWWF
- 4 3 GREMLIHS 2
- 5 1 DUCK TALES
- 6 RETHE ADVENTURES OF LINK
- 7 2 SUPER MARIO BROS 2
- 8 RETHE LEGEND OF ZELDA
- 9 HEROBOCOP
- 10 HESOLSTICE

It had to be. The incredible, the enormous, the unbelievable, the spunky, the gorgeous, the one and only. Super Mario Bros. 3 is at the top and it won't be moving for quite some time, so you'd just better get used to it. Not even The Simpsons are going to shift Mario.



## MEGADRIVE

- 1 QUACKSHOT
- 2 MERC3
- 3 DEVIL CRASH
- 4 BARE KHUCKLE
- 5 TOEJAM AND EARL
- 6 THE IMMORTAL
- 7 ROAD RASH
- 8 EA ICE HOCKEY
- 9 SHADOW OF THE BEAST
- 10 SPEEDBALL 2

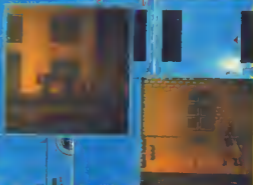
Quackshot is the king of the Megadrive chart this month and so it should be! Merc3 creeps in at a close 2nd, pushing Streets Of Rage further down the chart. Pit Fighter should make the chart next month, but will it take the number 1 slot?



## GAMEBOY

- 1 2 SUPER MARIO LAND
- 2 1 DUCK TALES
- 3 HEROBOCOP
- 4 3 F1 RACE
- 5 HEGREMLIHS 2
- 6 HEBATMAH
- 7 8 BUGS BUNNY
- 8 5 TURTLES-FALL OF THE FOOT CLAN
- 9 4 SPIDERMAN
- 10 NEDR MARIO

Super Mario Land has been a permanent fixture in the Gameboy charts, since its release more than a year ago. Reaching number 1 yet again, it seems to be cashing in on the success of SMB3 on the NES. Robocop has appeared in the chart at last and Dr. Mario comes whizzing in at number 10.





# REVIEW

## MASTER SYSTEM £29.99

BY SEGA

**B**ub and Bob were just an ordinary pair of Blads, who enjoyed nothing more than going for a skip through the fields with their girls. Ugly old meany Baron von Blubba, though, got so jealous of the boys that he vowed to spoil their fun and make them cry. This he did by whisking away their girlfriends and turning them into cute dinosaurs. After a swift sob, Bub and Bob decided that they had better do something about getting the lasses back. But they had been taken into the very depths of von Blubba's domain. What they found to their glee, however, was that during the change from boys to dinos, they had regained the power to blow massive bubbles! Smiles came back to their faces and off they went to defeat that nasty Baron...

### I'M FOREVER BLOWING BUBBLES

Bub and Bob's bubble-blowing skills come in handy in a number of ways. The most useful is in destroying Blubba's minions by trapping them inside a bubble and then bursting it with the horns on top of their heads. Another necessary function of the bubbles is to escape from traps too deep to bounce out of, so float to free dom!



### MORE BUB 'N' BOB FUN

Bubble Bobbie is the first in the Bub and Bob trilogy. The follow-up, Rainbow Islands, has been converted across a wide range of formats while the third in the series, Parcel Sters, is available on the PC Engine and it's great!

### UPDATE

Bubble Bobbie has already found its way onto most machines, so why not go off and brace yourself for some bubbling brilliance?

### BOBBLE BONUSES

Bonuses come not only in the form of small cakes, diamonds and pieces of fruit - but also large cakes and pieces of fruit! Collected like items without pecking up anything in between and a big bonus item will fall down the screen - grab it before it goes!



▲ Balloon Central or what?

# BUBBLE BOBBIE



▲ Crikey, here's a big uni!



### BUST UP THE BADDIES

Whenever a baddy is busted, he turns into an item. Usually it's a points bonus in the form of a cake, a diamond or a piece of fruit, but some form letters which, when collected, form the word EXTRA and take the lads to a bonus stage!

▼ HelpmaBub - these boys mean business!



It's surprising that it's taken so long for Bubble Bobbie to make it over to the Master System - after all, it's not really the most difficult conversion ever. Looking at the screenshots may make you think "Flip me, that looks quite close to the arcade version."

You'd be right. It plays much the same, except in one, very important way. It's much too slow. Slow, slow, slow, slow. A great shame, not to mention a complete mystery. After all, if machines like the Spectrum can handle sprightly conversions of this brilliant game, why not the Sega? Looks like sloppy programming to me. Bubble Bobbie is still an enjoyable game despite that, but only up to the point where you say "stuff this" and play something with a bit more zip.

PAUL RAND

## MASTER SYSTEM

GRAPHICS	82
SOUNDS	79
PLAYABILITY	70
LASTABILITY	68

OVERALL 74



Price Buster

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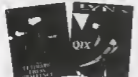
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# REVIEW

AMIGA

£25.99

BY THE SALES CURVE

Billy and Jimmy are rock hard. I mean, they are really tough. While other kids are at home watching TV, Billy and Jimmy are downtown kickin' ass. In Double Dragon 1 and 2 they were out to save their girlfriend (sharing a girl is a bit odd if you ask me). She got killed in the second game, but they used magic to revive her. Having a girlie was all very well, but all that kissing and buying flowers took up a lot of valuable ass kickin' time. From now on, Billy and Jimmy are only going to fight for money: love is for sissies. They've been hired this time by a little bloke who looks like Yoda out of Star Wars, who wants them to go to Egypt and recover the lost Rosetta stones. These stones not only have magical powers, but have helped scientists translate those fiddly symbols. After agreeing a price, Billy and Jimmy set off to the local town to catch a plane. As is usual with these two, the local baddies have other ideas and so Billy and Jimmy are going to have to fight all the way to Egypt!

## WEAPONS GALORE

Unlike the first two games, DD3 features a weapons shop. You can buy a different weapon on each level, as well as a plethora of other goodies. These include extra energy, special kick moves, greater strength and if you have enough money you can buy an extra life. Spend wisely though, because choosing the wrong item could spell disaster!



The double Dragon series has done extremely well for Technos, the company which started it all. The mix of violence and, er, more violence struck a chord with the arcade-going punters and it has even spawned a cartoon series in the States. There are a

couple of new bits in this one though, including a weapon shop and a rather smart cooperative kung fu move. The action though, is roughly the same as the previous two games. The graphical style has been changed slightly, losing the cartoon feel in favour of a more realistic look. This helps the game loads, there are some neat sprites and rather pretty backgrounds. The animation can be a bit dodgy at times, but the music is really good. As far as playability goes, DD3 is perfectly adequate. Response is quick and definite, a lot better than the previous two games. The problem is reddy repetition: there are loads of levels but the baddies don't vary too much and the game suffers a little from this. Not bad though and an improvement on DD1 and 2 and that's what sequels should be all about.

FRANK O'CONNOR

# DOUBLE DRAGON III

ROSETTA STONES



▲ Slash those suckers with your swords!



▲ That geezer with the short leg just called you a woman...



▲ Stand up and watch that fat bloke do a Cossack dance!



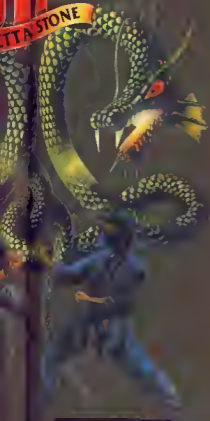
▲ Billy indulges in conversation while Jimmy takes a drink.

## DOUBLE DRAGON DILEMMA

There are two ways to play DD3, you can either help your teammate, or ignore him completely and get all the points. If you want to help your comrade, then it's possible to link arms and perform a rather spectacular spinning, jumping, dandy kick of doom. This will clear all the baddies anywhere near you and gives you some breathing space. It can be really tricky to do, but when it works, it's worth it.

# THE DRAGON

ROSETTA STONE



# REVIEW



Crikey! Another Double Dragon game! Storm, the people who brought you the wonderful RedLend, have done themselves reasonably proud with Rosetta Stone. I say reasonably because, although gameplay is as addictive as you'd want and expect a

DD game to be, graphics are what can only be described as average. They're drawn well, but animate stiffly and not at all realistically. Sound isn't used to best affect either, for that matter - no music during the game and only basic sound effects. Still, it's the game that counts and that's one real tough cookie. Davittahly difficult bad-dies kick your head in with glee and, even though the multi-loading system is a naff, you'll want to attack at the game right to the end. Don't expect the world from Double Dragon III - The Rosetta Stone, because that's not what is on offer. Just sit back, load the game as settle yourself down for a good, old-fashioned, fun beat 'em up.

**PAUL RAND**

## WHATEVER HAPPENED TO THE GIRL?

DD fans may well remember that the girl they had to save in the first game, was killed in the second. At the end of Double Dragon 2, they managed to revive her with a special magic spell. However, because they both loved her, they had to fight to decide who would get the girl. Now, what I want to know is this: If Billy beat Jimmy, or vice versa, where is the girl now? Was there a divorce? Did she run off with the milkman? Did she go back to her mother? We should be told!

YOU WILL HAVE NO IDEA, ME FIRST BEFORE YOU ASK ME STORY!



## UPDATE

Expect to see DD3 on just about every popular machine, so you too can join the fun!

## DOUBLE YOUR DRAGONS

STDP PRESS! Double Dragon III on the NES arrived in the CVG office just too late for us to be able to give it the full review treatment, despite the best efforts of those fine gamers at Acclaim. However, we can tell you it's looking very good indeed, with fab graphics and cool music. Looks to be a very challenging conversion. Stay tuned for the full lowdown next ish!

## AMIGA

<b>GRAPHICS</b>	<b>85</b>
<b>SOUNDS</b>	<b>83</b>
<b>PLAYABILITY</b>	<b>85</b>
<b>LASTABILITY</b>	<b>80</b>
<b>OVERALL</b>	<b>81</b>

# ARCADE ACTION



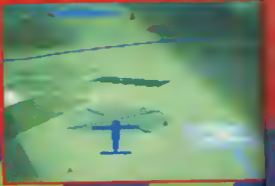
**C**RUMBS! Our Jaz must be wearing two pairs of Arcade Action boxer shorts this month 'cos here he is with the full lowdown on Steel Talons and a whole shipload of assorted coin-op goodies! Take it away Mr J...



According to Atari, Steel Talons represents the ultimate in current game technology - and after playing the game I think they're right. A one or simultaneous two-player attack helicopter simulation, this very impressive filled-3D vector graphic machine allows potential pilots to fly Apocalypse Now-style helicopter missions in a variety of different war zones.

There are loads of different missions to undertake, all of which basically involve taking out every target highlighted on the radar screen at the bottom of the display. These targets include gun emplacements, tanks, buildings and general military transport, as well as planes and helicopters.

The action is frantic, and you have to use all your piloting skills to avoid the constant enemy barrage. The chopper can take some hits, but once damage becomes so severe, it spins out of the sky and hits the deck - and bang goes a credit!







# ARCADE ACTION

## B.O.T.S.S.

### Battle Of The Solar System

A rather unfortunate name, but a superb, highly original game, *Battle Of The Solar System* is the second coin-op from Microprose and uses the same graphics technology that appeared in their extremely impressive, but commercially unsuccessful F-15 Strike Eagle. B.O.T.S.S. is more mainstream than its predecessor and gives the player the chance to take control of a giant war robot, enter a futuristic war zone and do battle with other similarly massive and horribly be-weaponed robots.

The filled-3D graphics are astounding, with fantastic animation on the robots - blow off an enemy's leg and watch the machine slowly crash to the floor and explode into thousands of pieces! The game is a great fun to play, with six different war zones to test your robot-driving skills - later ones are pure mayhem, with mega-powerful warbots blasting you with laser beams, plasma cannons and even nuclear missiles! Brilliant stuff which is highly recommended to fans of *Armageddon*-style destruction!



Hitting arcades everywhere is Sage's latest coin-op, *Spider-Man*. This 32-bit, tanorous four player mega-machine lets the players take control of Spiderman, Sub-Mariner, Hawkeye and Black Cat and battle six of Spidey's most fearsome arch-enemies: Kingpin, Scorpion, Green Goblin, Venom and the Lizard. As you might guess, it's a beat 'em up, but it features incredible graphics - with huge, beautifully animated sprites and an impressive zoom in/zoom out effect which changes the size of the characters from scene to scene. Beat 'em ups are ten a penny these days, but with 16 different stages and those amazing graphics, this has enough to keep you pumping in the cre-



## WWF

Those mega-popular WWF wrestlers are back in the arcades again in their second coin-op, which follows on from the 1987 classic, *WWF Superstars*. It's a multi-player machine which gives the participants the opportunity to take control of and do battle with the most popular of WWF stars. There are loads of moves to master, and the highly enjoyable grappling action should keep WWF fans short of loose change for quite some time!



2 March 1993

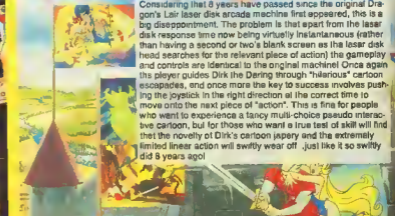


Tecmo's *Thunder Dragon* is yet another vertically scrolling blaster which features power ups and end-of-level bosses. But although it's completely devoid of originality, it's quite fun to play, with plenty of death 'n' destruction as you blaze a trail across enemy landscapes. If you're not yet sick of this type of game, give it a whirl - it's one of the better up-the-screen blasters to appear this year.



# DRAGON'S LAIR II

Considering that 8 years have passed since the original *Dragon's Lair* laser disk arcade machine first appeared, this is a big disappointment. The problem is that apart from the laser disk response time now being virtually instantaneous (rather than having a second or two's blank screen as the laser disk head searches for the relevant piece of action) the gameplay and controls are identical to the original machine! Once again the player guides Dirk the Daring through "hilarious" cartoon escapades, and once more the key to success involves pushing the joystick in the right direction at the correct time to move onto the next piece of "action". This is fine for people who want to experience a tancy multi-choice pseudo interactive cartoon, but for those who want a true test of skill will find that the novelty of Dirk's cartoon japey and the extremely limited linear action will swiftly wear off... just like it so swiftly did 8 years ago!



# Knightmare



*"You are setting forth into another place, another time, another world," said Treguard, The Dungeon Master. "And what makes you think that you four mere mortals will succeed in the Quest when so many others have failed?"*

*I understood, at that moment, that our mission was going to take all our endurance, all our collective skill, and, most of all a depth of courage, that I wasn't sure we possessed.*

Ever since ITV's award-winning series hit our screens, the world has been waiting for a computer game worthy of the name. The wait is over.

Tony Crowther's amazing re-creation has everything.

Using the same game system that made "Captives" adventure game of the year for 1990, "Knightmare" makes dungeons and dragons games seem like sports splashing around in a muddy puddle.

"Knightmare" is a sophisticated role-playing adventure where you are

challenged to solve complex puzzles, logic problems and riddles that reveal a rich, ever-more rewarding storyline.

Your journey takes you deep into the dangers of Dunsheim, to a cataclysmic meeting with Lord Fear and the unthinkably horrible FrightKnight.

Whether or not the meeting is terminal is up to you. You will need wisdom, tenacity, strategy and, above all, courage.

But you have all those things, don't you...?"



Available for Amiga & Atari ST

**BROADWORD**



**MINDSCAPE**

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© 1991 Mindscape International Limited.  
Written by Tony Crowther



**ANGLIA**  
Television Limited

For your local dealer, contact: **Mindscape International Ltd**, The Coach House, Hooklands Estate, Scaymes Hill, West Sussex RH17 7NG Tel: 0444 831 781

# FREE MICROSELL ADS!!!

(Well nearly) - To make it much easier for you to place your classified ad in your favourite mag we've opened up a phone line. If you have something to sell or swap up you have to do is dial the number, follow the instructions, and chill out! Your ad will appear in the very next issue. No need to mess about with envelopes, and sending money just pick up the phone and dial that number.....What are you waiting for!

## THE MICROSELLS

**FOR SALE** Co Games, Final Fight, R-Type etc. for Int'l write to Ben 45 Almhurst Ave, Mappleley, Nottingham NG3 8GF

**AMIGA 500** £250+ of software, 2 joystick, Mouse, Diskbox. Hardly used, worth £200. Sell for £350 o.n.a. Call Keith on 011 445 1185

**1ST ISSUE 'COMPUTER VIDEO GAMES'** (Nov 1981) Offers? Phone (0202) 668881: Paul SUPER MARIO LAND, Taz and Solar Striker, all in excellent condition. Only £50. For information Phone: 057 381 385

**FOR SALE** Sega Nintendo Super Famcom with 1 joystick with Fire Fighter. Pal Japanese Megadrive with Sonic the Hedgehog with joystick and extra striker joystick with auto fire. Sell all for £400, please ring 081 903 8298

**FOR SALE** PC Engine Pal with 4 games for £150. **FOR SALE** PC Engine Megadrive Pal. Phone Simon on 0452 500754

**FOR SALE** Nintendo Entertainment System, with 2 control pads, and a light gun, with Duck Hunt and Super Mario Bros games. Sell for £200. Phone 0655 442699 Will swap for Gameboy and games Ask for Russell

**WANTED** Amiga 500, with games and joystick. Price call: 0453 862931 ask for Matthew after 4pm

**GAMEBOY** for sale with WWF, Quik, Nats, all leads and still boxed. £70. Phone 081 843 1227 ask for S. F. GII

**SPECTRUM 128K** good condition, with joystick, operation manual and over 100 games. deperate for sell. £75. Phone Chris on 091 341 1728

**GAMEBOY** for sale, batteries included, 1 game, Balman, Headphones. Swap for Sega Game Gear. Tel: 0533 811559

**GAMEBOY** with case for sale. With 6 top titles, including Mickey Mouse II, Flal of the North Star, Balman, Spiderman and Taz. Worth £200. Will sell for £140. Or swap for Sega Megadrive with 1 or 2 games. Please ring Justin on 0242 573811

**FOR SALE** Megadrive for £150. With 3 games and an English Japanese converter. Or swap for Amiga or ST with no games or Famcom Pal or Sany with no games. Call 081 903 5207 ask for Oscar

**AMIGA 500** £250, 20 megabites, A550 hardisk, £135, 1 Megadrive Upgrad £20, 3 5 external disk drive £35. software £50 or the lot £375. Phone Duncan on 0202 862450

**ALL SUPER FAMCOM WANTED** with games, must be in good condition, we pay around £200 for best offer. Please ring: 061 775 5168 after 6pm and ask for Alan

**WANTED** Hammer pack game for Spectrum cassette, I will pay £1 50. Phone: 0494 876420 ask for Sam

**WANTED** any good Master System games. Sonic Hedgehog, Wrestling. Phone 0203 661662 (Cowboy)

**FOR SALE** Handheld 40 channel, hamer CB, Good condition with full set of rechargeable batteries and the battery charger. £45. Phone 081 953 9031

**ATARI LYNX** with Gauntlet and California Games, to swap for Gameboy. Tel: 0733 521081

**NINTENDO ENTERTAINMENT SYSTEM** plus Duck Taz, Track and Field 2, Sneaks, Rattle and Roll, Erotic Bike, Super Mario Bros 1 and Duck Hunt. Also Python II joystick, Zapper, 2 controllers, boxed. Coer £233. Sell for £130. Phone: 0383 721475

## THE MICROSELLS cont.

**SEGA MASTER SYSTEM** excellent condition, 10 great games, ring 0582 832534  
**GAMEBOY** still boxed with 2 player link, 5 games, including Mario and World Cup Football. £45 for Gameboy, £16 for each game. Or £100 for everything. In great condition. Contact: 0453 884070

**SPECTRUM GAMES** over 70 titles, £100 for the lot, will accept offers. Phone: 0608 318240 David  
**AMSTRAD CPC 464** and colour monitor, 90 games + including lots of top titles, joystick, multi-tape 2, all in good working order. £175 one Tel: 0430 871085 evening

**SWAP** Gameboy with 2 games for a Nintendo NES or Sega Megadrive with games. Contact: Brit on 0532 862734

**FOR SALE** Alan Lyntz, only 2 months old with Warbirds and Electro Cop, will sell for £30 one. In excellent condition, boxed with all instructions and manuals. Phone Matthew after 4.15pm all week on 0483 770280

**DESPERATELY WANT** Ghosts and Ghouls on the Megadrive, will swap for my Megadrive. In perfect condition. Phone: 0223 312718 ask for Vinny

**FOR SALE** Megadrive, Amiga 500 and Game Gear each complete with 10 games. A bargain at only £200. Phone 0737 555085 if interested

**NINTENDO** games available for sale. Excellent condition with NES console and 6 games. £150 one. Please ring: 081 928 6796

**SPECTRUM 128K** +2 brilliant condition, light gun and joystick, £250 of software including Power Up, Platinum and Switchblade. Ideal first computer. Sell for £150. Call Colin after 6pm on 041 8805736

**FOR SALE** Amstrad CPC 464 computer, complete with keyboard, monitor and 100 games. Worth over £200. A bargain at £120. Call: 081 653 8185 if interested

**WILL SELL** Sega Master System, all games, 2 joystick control pads. £75 o.n.a. Tel: 081 985 9170 phone after 4.30pm ask for Mark

**LYNX** for sale, still boxed including 2 games and an adaptor for £125. Please call: 0862 712121 between 4pm and 6pm

**ATARI BT 2** drives, loads of games, 2 joystick mouse. many accessories, loads of books. selling for £200. Please contact David on 0662 568958

**ANYBODY** want to swap their boxed Game Gear with or without games, as long as it has instructions and box. For my Nintendo but with Turtle and instructions and joystick only. Ask for Leon on 021 426 2344 weekdays only after 4pm

**NEB** for sale with Turtle, still boxed, 2 joysticks and an adaptor. All for £50 come on leads. Contact Leon on 021 426 2344

**ATARI LYNX** for sale with adaptor and guarantee, still boxed and in excellent condition. Price at only £40. Call 06238 27091 and ask for Ashley Mark after 6pm

**LOADS OF GAMES** for Amstrad CPC, also advanced art studio, mouse, multi-face 2 and cheap mode 2 book. Worth £250. Quick sale at £150 one. Phone Phil on 0803 260828 for details

**FOR SALE** Atari Lynx including Electro Cop and Warbirds, 8 weeks sale with receipt. Great! Christmas present, worth £150. Sell for £30. Phone 0483 770283 ask for Matt after 4.15pm Monday - Friday and all weekend

**FOR SALE** Sega Game Gear and 2 games, Shinobi and Mickey Mouse. Worth £175. Sell for £120. Please ring David on 0634 854611

## THE MICROSELLS cont.

**FOR SALE** Atari 520 STFM 3 joystick, one mouse all leads about 41 games. Phone 0004 707438 Sell for £350

**FOR SALE** Commodore 84 computer with tape deck, joystick manual, computer magazine and over 85 games, worth over £400. Sell for £140. contact: 0734 425301

**COMMODORE 84** Light gun pack with loads of games. Please ring after 4pm on 0604 811140

**FOR SALE** Megadrive £150 with 3 games or swap for an Amiga with no games or a Super Famcom Swap or Pal with no games. Phone: 081 803 5287

**SWAP 5 Atari ST** games, Emotion, Switchblade, The Star Runner, Tobin for any Atari Lynx games, phone Jamie on 0244 811208

**GAMEBOY** Amazing condition, fully boxed, 1 month old, 5 games including Bubble Bobble and Double Dragon worth £170. Sell for £135 one. Or swap for Gamegear and games. Call Matt on 0582 605078

**COMMODORE 84** for sale. Over 208 games light gun, joystick 2 desatites only £200 one. Tel: 021 327 7391

**SWAP** Super Mario, Pilot Wing, Ultra Man, Darius Twin on the Famcom for any other Famcom games. Phone: 0767 312070

**ATARI LYNX** for sale 7 good quality games including Rigger, Rampage, Paperboy. Tel 793 3833. Code name: 7EF

**MEGADRIVE** games for swapping. Phone after 5pm ask for Robin: 071 831 8852

**FOR SALE** Nintendo with 4 games, 1 NES, adventures, mini condition. Sell for £150 one. Please ring Sam on 0483 884050

**SEGA GAME GEAR** Super Monaco GP, Mickey Mouse, Rechercheable Batteries, and Recharge. All boxed £70. 0789 740432

**NINTENDO** GAMEBOY 2 games, in good condition, with everything that is new good have in 4 spare batteries. Only £25. Call Matthew on 091 4393193

**SWAP** Gameboy with 3 games, for Neo Geo and 10 games. If interested please call Paul Co on 0483 866720

**SWAP** Neo Geo and 10 games, for Game Gear and 1 game. If interested please call 0483 868820

**SPECTRUM** +2 128K Operation Wall, light gun pack, Balman and a few games. All boxed, hardly used. Excellent condition. £50. Multisrip, primer Interface for Spectrum 48K boxed, hardly used. £30. Call Simon. 091 908 0017. Don't worry about answer phone

**4 GAMEBOY** Games for sale - Gargoyles Quest, Spelunker, Double Dragon and Fortress of Fear. Each for £7. Phone: 071 482 2188

**ATTENTION!** Spectrum 48K and 128K for sale with 2 joystick, mint condition. And about 40 games. If interested please call Sam on 0483 863110

**GAMEBOY** in good condition, got 2 games, Taz and Super Mario Land. £50 only. So dial to Matthew Hill on 091 4393193

**FOR SALE** Gameboy with Bubble Bobble, Gargoyles Quest. With a Gamegear for £130. Please write to me at: 286 Liffey Road, Fuhlen, London SW6 7PX

**COMMODORE 84** 2 tape decks, joystick, mouse and cheat, over £220 worth of software, loads of magazines. £175 one. Phone Chris on 0648 867483

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Calls cost 34p (Cheap rate) and 45p (all other times) per minute. If you don't pay the phone bill ask for permission

### THE MICROSELLS cont.

**IDEAL CHRISTMAS PRESENT** Sega Game Gear brand new condition, boxed as new, comes with 3 games, Shinobi, Dragon Crystal and Psychic World. Comes with master gear. Ideal Christmas present. If interested contact Ian on 0633 42067

**AMIGA 500 TV** Mod mouse, joystick, loads of games, 2 business packages, very good condition. Worth £700. Will sell for £225. Phone Matthew (in the Chester area) on 0678 855449

**NINTENDO** for sale, 2 games, Double Dragon 2 and Mega Bros, 2 joysticks, excellent cond on. Sell for £70. Liam Lawrence, 117 Mack Road, Bow, London, E3 Call 515 0061

**WANTED** 6 bit converter for the Sega Megadrive, willing to swap Streets of Rage or any other decent Megadrive games. Phone 061 806 1264 ask for Stephen

**WANTED** Commodore 64 games, any kind any price range. Ring: 05305 82737 or write to Mark Hanson, Thornville, Low Park Lane, Enfield, Kent, Cumbria. LAB 0EH. Also Atari 2600 for sale with games, around £50 each. Games £30 on.

**FOR SALE** Amstrad CPC 454 computer, complete with colour monitor, keyboard and over 100 games. Worth over £200. If interested contact 061 853 8185

**SWAP** Sega MasterSystem with over 30 games, including 2 joysticks. All boxed for a Sega Megadrive with at least 2 games. Phone 061 443 4026 ask for Gareth

**WANTED** 8 bit converter, for the Sega Megadrive, willing to swap Streets of Rage or any other decent Megadrive games. Phone 061 805 1510 ask for Stephen

**FOR SALE** 1 Sega Master System, 10 games. Worth £400. Sell for £250. Call Brian on 0298 716550

**I MUST BE MAD** Amiga games £5 each or swap for Gamegear games. Phone 0277 698743

**SPECTRUM** +2 with 2 joysticks, £500 worth of games and 3D mats all for £135. He is real bargain. Ring 061 737 51 53 ask for Mike

**SWAP** Super Amiga + 3 games including Super Chouh and Ghosts, for Amiga 500 with 1 megabyte and second drive. Phone 071 822 7424 after 6pm

**MEGADRIVE** games wanted from £10 - £16. Call John on 861 1272

**SEGA** for sale, 2 joysticks and 8 games including Fantasy Star, R-Type, Vigilante and Hang-On. Good condition. Worth £315. Sell £225. Phone now on 061 484 6024 ask for Sam

**WANTED** Camerager with 1 or 2 games, for up to £50. Ring 455 6290 ask for Carlos

**RADIO CONTROLLED CAR** needs slight repairs. Worth £200. Sell for £80. Call John on 061 1272

**NINTENDO** GAMEBOY with Tetris, Headphones and batteries. All for £50. Call John on 851 1272

**WANTED** Nintendo Entertainment System. Will pay up to £50. London Area. Tel 071 359 9053 after 4pm

**ATARI LYNX** games wanted, will pay up to £20. Tel 071 258 0011 after 5pm. Ask for Jamie

**AMIGA GAMES** FOR SALE Only £5 each. All boxed, with instructions. Unusual Titles, Fantasy World Drizzy, Operation Wolf, Switchblade, Final Battle. Phone 0661 20776 after 4pm and ask for Vicky

**FOR SALE** Atari 527M with a few games, Printer, £200 each, Phone 0539 730768

### THE MICROSELLS cont.

**SWAP** Sega Master System with 3 games and Nintendo Entertainment System with 5 games and Rob the Robot for a decent Amiga. Call Lee on 061 501 0750

**SEGA MASTER SYSTEM** £20. Includes 4 games including Alas Kidd the Last Star, Fantasy Zone, Altera Beat. Also includes 2 control pads. So call Matthew on 061 439 3193

**CHASE HQ** for sale. Only £3 on the Amiga. Not boxed with instructions. Phone 0661 25776 after 4pm

**SUPER FAMICOM** FOR SALE £200. With Super H-Type, Super Tennis, F Zero, 2 joystick. Scan version. Phone 061 284 7711 between 4 - 8pm, Ask for Jon

**SEGA MASTER SYSTEM** + with accessories + arcade power stack, 4 games in good condition. Sell for £40. Or swap for Atari Lynx II with games. Tel 0223 833176

**AMSTRAD CPC 464** colour monitor 128K with over 200 games. op art studio, 2 joysticks, over 34 magazines, manual. Worth over £1000. Sell for £400. Phone 021 748 1455 after 8.30pm

**CD WALKMAN** for sale, with headphones and external speakers, good condition. £85. Tel 0256 75020

**2 GAMEBOY GAMES**, Forest of Fear and Bush Fighter, both for £90. Call 398 1664 ask for Philip

**ATARI ST GAMES** to swap, will swap World Championship Soccer or Gaia 2 for Final Fight or Wrestle Mania or Golden Axe. If interested phone 061 302 4540

**SEGA MASTERSYSTEM** with 2 games, and joystick. Will swap for an Atari Lynx with some games and accessories. Phone 0494 725714

**COMMODORE 64** with loads of games to swap for an Atari Lynx with some games and accessories. I interested phone Matt on 02406 3455. Will sell the lot for £150

**SPECTRUM 128K** for sale, over £200 worth of games. Will sell for £50. 2 joysticks included. Contact Joe on 0663 528698

**GREAT BARGAIN** Sega Master Systems, and 2 games for only £90. Phone 061 393 5729 after 6pm ask for Elliot

**I HAVE A SEGA MASTER SYSTEM** with 2 games and a control pad, that I will swap for an Atari Lynx with games and accessories. If interested phone Ian on 0494 725714

**GAMEBOY** for sale. Unwanted gift. 2 games, Super Mario and Tetris. 20 batteries. Less than 1 month old. Sell for £85. Ask for Neil or Nicola on 061 900 1206

**PC ENGINE** + CD Rom for sale, 8 brilliant games + Japanese magazines. Sell for £400 or swap for Amiga with 1 meg and a printer. Phone James on 0703 779622 after 4pm

**FOR SALE** Nintendo with 7 games, including Mario and 2, Mega Man, 5 month guarantee left. In brilliant condition. £140. Phone Edward on 0392 59412

**19 SUPER AMIGA** Games including Final Fight, Turanian 2 Gods, Shadow Warriors etc. All worth well over £150. Will sell £73 the lot or individually. Phone evening and weekends. 061 907 3157

**GAMEBOY** carry case and 8 great games: Super Mario Land, Double Dragon, Turisas, Golf, etc. £120. Phone 0298 681134 anytime

**COMMODORE 64** will swap for Atari Lynx. My 64 has loads of games, will swap for Lynx with some games. Phone 02406 3455

### THE MICROSELLS cont.

**GAMEBOY** for sale, includes 7 top games: gamegirl, sound amplifier, and carry case. £140. Call 0664 75418 ask for Luke between 4 - 6pm

**AMISTRAD CPC 464** and colour monitor, £500 worth of games +, including lots of top titles. joystick, multi-tape, 2, all in good working order. £175.00. Tel. 0430 871085 evenings

**SWAP** Official Megadrive with 6 games, for a Gamegear with games or sell for £200. Phone: 0490 581498 ask for Ken

**GAMEBOY** for sale, with 9 games, headphones and batteries. Worth £225. Offers invited. Phone. 0623 284380 ask for David, whenever of the week after 5pm

**FOR SALE** Sega Master System, boxed with control pad and everything in it. Phone. Darren James on 061 501 3650

**SEGA MASTER SYSTEM** with light pincer with 7 games, rapid firing unit, swap for an Amiga 500. Phone 061 856 8457

**FOR SALE** Sega Master System, 3 games, boxed see new CISC keyboard in good condition, hardy used. Also for sale £45. Phone 0946 68195 ask for Ryan

**GAMEBOY GAMES** to swap including Batman, Operation C, Robocop, Bubbis Bobbie, Paperboy + many many more. Write to Mike, 80 Bromfield Avenue, Warrington, West Sussex. BN1 4 7SD

**WANTED** Nintendo Super Famicom, must be in good condition, come at least 1 game, 2 joysticks, a PSU, a LED and is able to play on British TV. Will pay up to £130. Please phone Darren on: 0903 764267

**WANTED** Gameboy £30 with 1 game. Contact Jamie on 0677 611159

**SEGA MASTER SYSTEM** boxed including 2 control pads, Sell at £50. Ring Darren on: 061 801 3650

**NEB 7** games, including Turisas II, Mario II, Double Dragon, Black Mania £150, Swap for a Megadrive with Sonic, Bare Knuckles, Wrestle Wars, or Ali an Storm. Phone Brent on 0235 535537

**FAMICOM** Power scan, 2 pads, Mario 4, Final Fight and Pac Wings. £270 or swap for Megadrive with 6 good games. Phone Matt on 0491 23462

**SWAP** Nintendo with 3 games, for Atari ST with some games. Phone Trevor on 061 785 9121

**ST GAMES** for sale, Kick Off 2, Pang, Golden Axe and Narc. All originals in perfect condition. Only £10 each. Phone 0293 313716 ask for Vinny

**3 ORIGINAL** individually boxed Amiga games and will swap them for just 2 Gameboy or Game Gear games. Please phone Mike on 0903 237321

**ATARI LYNX** with 7 games, including Ninja Golden £170.00. Contact Ram on 061 962 8200

**GAMEBOY** for sale with 20 games, in mint condition. Will sell for £300. Phone 0639 730768

**WANTED** Sega Game Gear, Nintendo Gameboy, or Atari Lynx II. Please phone Darren on: 0664 480294 between 5-9pm on weekdays only

**AMIGA 800** for sale. VGC Includes 5 meg upgrade, disk box, mouse mat, 2 joysticks, dust cover + loads of games. All this for only £420.00. Contact Bruno on 0962 710783 anytime

**WILL ANYONE** swap their Super Mario Bros II for my Boy in the Blob and £10. If interested phone Lee on 0670 355537

# DIAL - A - N - D N U M B E R

## 0 8 3 9 5 0 0 8 4 8

Calls cost 34p (Cheap rate) and 45p (all other times) per minute. If you don't pay the phone bill ask for permission.

### THE MICROSELLS

**BOAT JAPANESE MEGADRIVE** with 11 games such as Populous, Zero Wing, Mickey Mouse and Golden Axe. Sell for £200. Or swap for 1 mega Amiga with a few games. Never know I might chuck it in a Gameboy as well. Phone Paul on 081 764 1101 (London)

**CALLING NEO GEO OWNERS** swap 20 20 Super Baseball and Burning Fight for Baseball Star Professional and Ghost Pro. Contact Jack on 081 927 7021 after 6pm

**COMMODORE 64C** with manuals, leadz, cassette deck, mouse, desainer kit, 70 original games, excellent condition, still boxed £265. Phone, 021 430 8802

**PC ENGINE GT**, 3 games and power supply, rechargeable batteries, £220 ono Tel 0473 860247

**COMMODORE 64** with £150 worth of games, freecystick, still in box, excellent condition, £150 ono 0473 860247

**MEGADRIVE**, 2 joystick, 1 Turbo joystick, 5 games. Sell for £225. Or swap for Amiga 500 with games. Tel: 0905 56325

**GAMEBOY** 2 months old, excellent condition, games are WWF, heavy Seaks, Batman, Spiderman and Turles. Will swap for Lynx, mega adaptor and freecystick, still in box, excellent condition, £150 ono 0473 860247

**AMSTRAD CPC 464** excellent condition. Includes full colour monitor, over 35 games, a desiner 128 joystick and a manual. I will swap these for either a Master System with 6 games or £190. Phone: 0223 860401 ask for Dorian

**SWAP Atari ST** nearly £1000 worth of original titles, and 40+ disks. For Megadrive + extras. If interested call Andrew on 0465 220441

**SINCLAIR SPECTRUM +2A** only 6 months old, boxed, joystick, interface over 200 original magazines etc. All in immaculate condition. With over 200 games. Cost £1000 + when new. Sell for £100. Tel: 0643 550847 after 6pm

**ATARI LYNX** with power supply, 1 game, Paper boy £70 ono. Tel: 081 3083 1622

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**PAIR OF SIZED B** Hitting boots, £15 Call 0665 952776 ask for John

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**FOR SALE** Nintendo NES + 2 joystick, all leads + 3 socket ATV lead include NES Hit Double Dragon II, excellent condition. Sell to £39 99. Telephone Sam on 0307 573963

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**COMMODORE 64** light fantastic for sale, with joystick and bitl games + radio control car. swap for a Sega Megadrive. Contact Carl Andrew on: 065 9256

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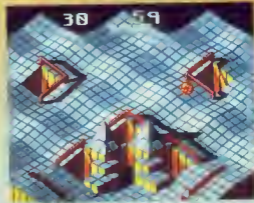
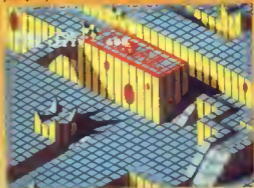
**A** switch briefly in the arcade this year. For now, available on the Megadrive under its Japanese title, Runark. This game is a fairly smart look 'em up with an odd perspective. It sort of like Mega, plays like Final Fight and the plot is straight out of a Greenpeace documentary. You have to rescue animals and bits of rainforest from the clutches of heartless developers. How do you go about this? Well you don't lobby against or shame yourself in letters, not do you alienate your boss. No, you wander about the jungle, smacking people in the back. There are some cleverly hidden things in the game, like the secret area, like pick-up trucks at your disposal. It's a really good game, drives with style. It's a really good game, drives with style. It's a really good game, drives with style.

# PREVIEW

## MARBLE MADNESS

ELECTRONIC ARTS

**T**he most original arcade game of the eighties was probably Marble Madness. Atari's masterpiece is available on just about every machine going and it's now on the Megadrive courtesy of Electronic Arts. We've played a sneak preview version and it has to be said that this is probably the best version of the lot. All six levels are there, as well as the secret hidden level. The graphics are perfect and the soundtrack is of the toppest quality. Look out for it at the start of the new year.



VERSION  
MEGADRIVE

DATE  
TBA

PRICE  
£ TBA

VERSION  
MEGADRIVE

DATE  
TBA

PRICE  
£ TBA



# PREVIEW

## NEW ZEALAND STORY

### TECMAGIK

**T**ecmagik are all set to unveil what might well be the biggest Master System game for ages. New Zealand Story has been out in the arcades for a while now and home versions exist for every machine except the good old Master System. These sneak preview shots give some idea of what it'll look like when it's finished. The screenshots from the early version look dreamy, let's hope that the finished game lives up to its appearance. Tecmagik assure us that the Master System game will have all the playability of its arcade counterpart. It's being programmed by the same top geezer responsible for Master System Populous, so expect great things from it. Look out for it.



VERSION  
MASTER SYSTEM

DATE  
TBA

PRICE  
£ TBA



## BLACK CRYPT ELECTRONIC ARTS

**H**ere's a sneak peek at a fabby-looking newie from EA, set for release in February. Black Crypt is best described as a Dungeon Master derivative, full of dungeons and danger and, well, everything else you'd expect from a topper EA game.

You're cast as the leader of a brave band of adventurous folk on a quest to retrieve the mysterious artifacts which hold the secrets of the Guardians, saving all and sundry from the hideous forces of evil into the bargain.

With all that malarkey through 12 dungeons ahead of you, it's just as well your every command is simplicity itself - point and click action all the way. As you can see from these screenshots, graphics are looking fab and Dungeon Master/Eye Of The Beholder fans should be shivering with excitement right about now. Initially Dark Crypt will be available on 1 Meg Amigas at £25.99. More news the very second we have it.



VERSION  
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DATE  
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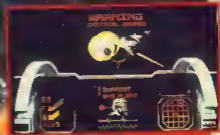


# PRE VIEW



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## MERCS

### SEGA

Capcom's brilliant shoot 'em up Mercs is all set to get an airing on the Master System. It's already appeared on the Megadrive and Sega should have the Master System version in the shops by the time you read this. The game is a bog standard vertically scrolling shooter along the lines of Command



do and Ikari Warriors, but the sheer frenetic speed of the game puts it above others in the genre. Lots of extra weapons and bonus pick ups, as well as some very impressive level bosses will undoubtedly make this one a smash hit. Look out for it!



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# PRE VIEW



## FUZZBALL SYSTEM 3



System 3 are all set to unleash a new kind of critter on the sixteen bit scene. Fuzzballs. They're licky, they're sticky and they're really tricky. You play the part of the foolish Magician's apprentice who has unwittingly set the fuzzy demon free. Transforming himself into a fuzzball in an effort to stop them, he must now set about destroying the horrible little varmint. The game itself is a Bubble Bobble variant, with cute graphics and a meat soundtrack. It all looks like great fun and will be in the shops before Christmas. Especially smart is the wonderfully animated intro sequence. Could be a smash hit, check it out.

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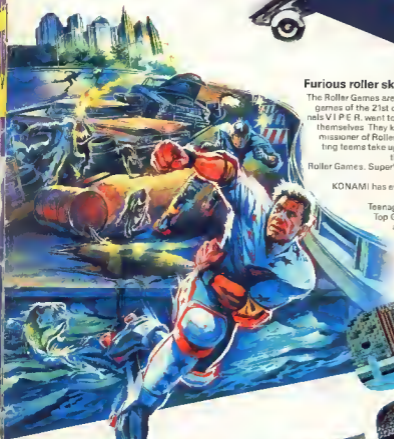
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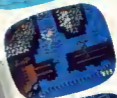
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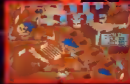
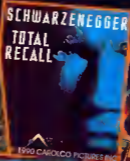
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